# GodHusk

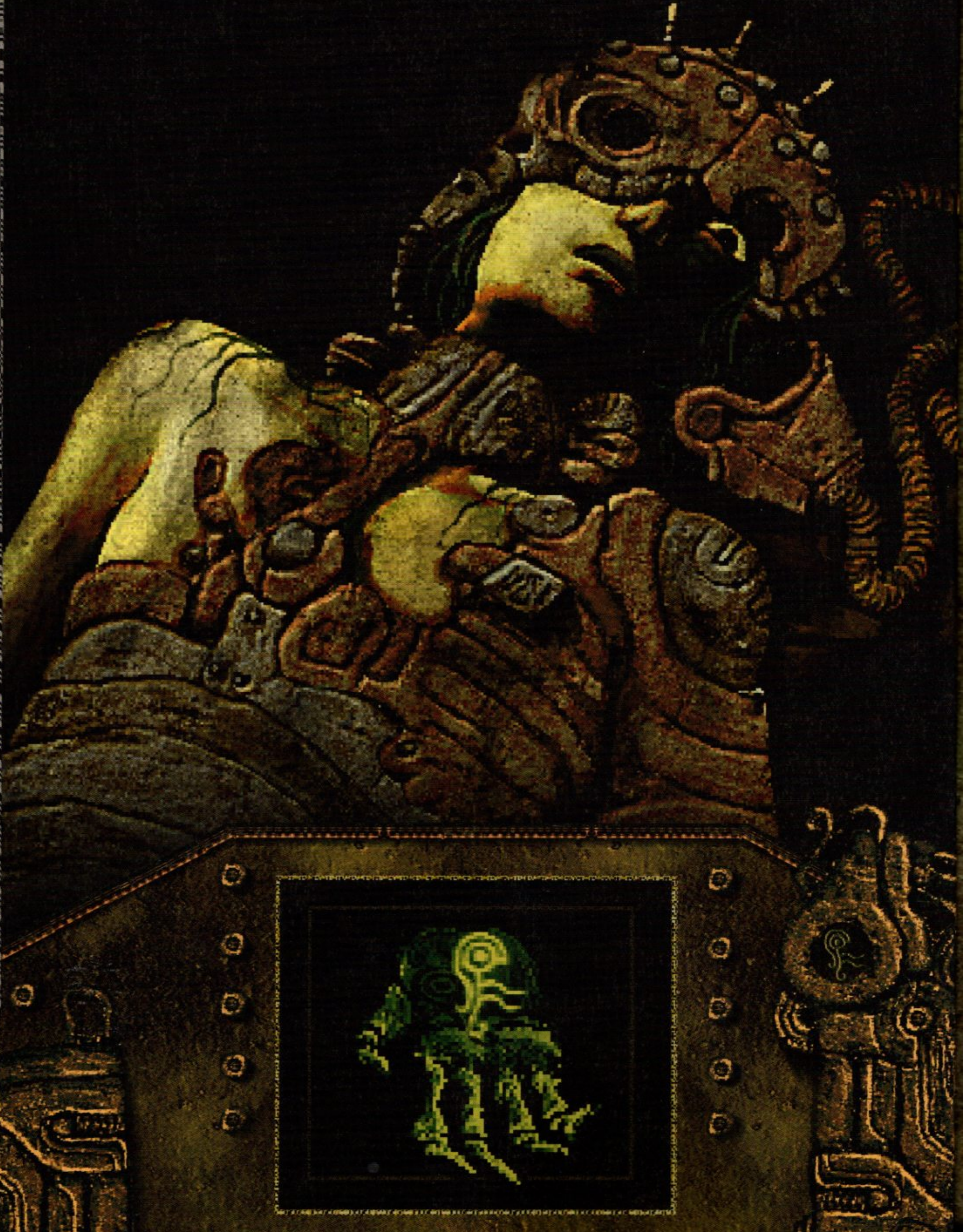
REbirth

# GodHusk

*I am scared… I am too weak… I cannot keep going any longer… I reached my limit long ago.*

*My bones are worn from walking this endless tomb in search of the invisible. Why do I keep getting lost… in the nothingness? Time has slipped between my fingers like sand.*

*And yet I am still… incomplete. My burden, my last breath, shall be carried… by a vessel.*



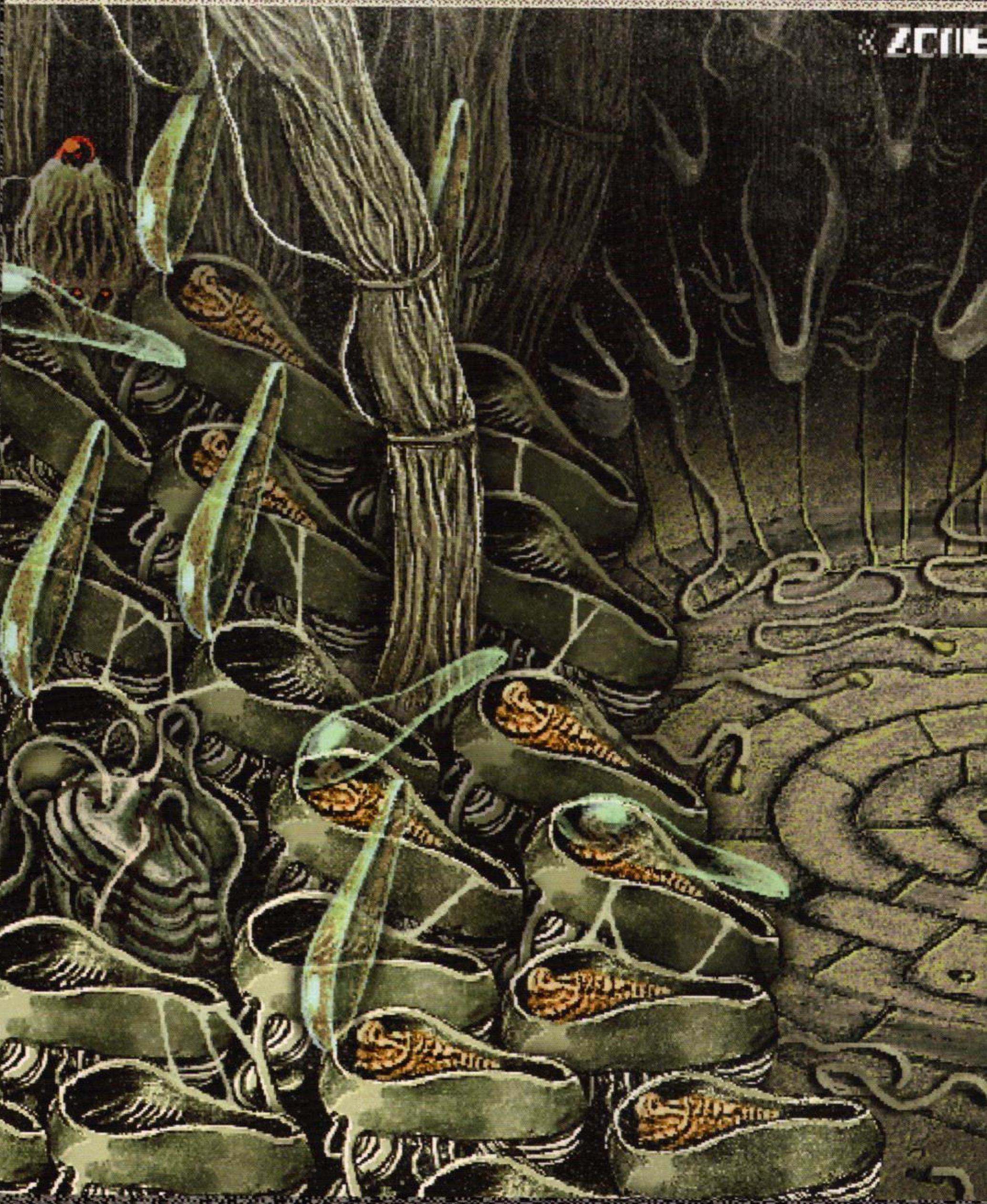
# [NEST L-609]

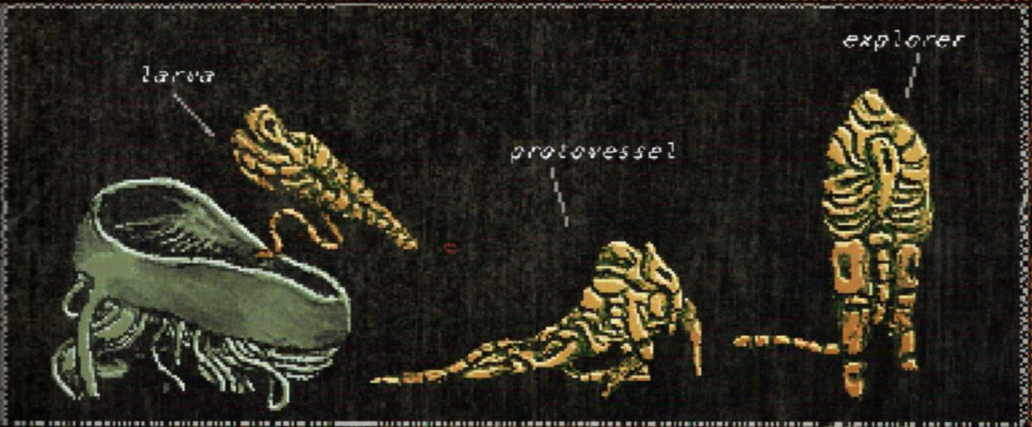
## Vessel Nursery Complex

Nests are complexes destined for the mass production of vessels, now long-abandoned and inactive.

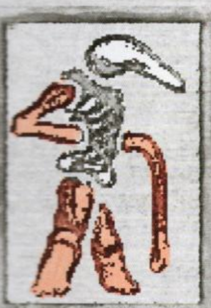
NEST L-609 is filled with empty birthing tanks and the rotten pupae of the vessels that became disconnected before completing their formation.

THE HAND can be born if its tank is repeatedly shaken until it opens.

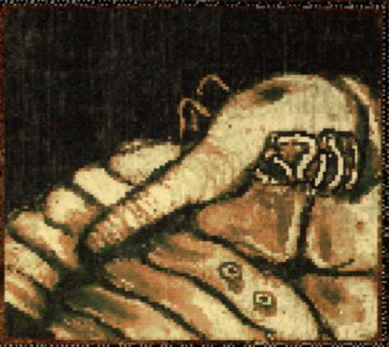


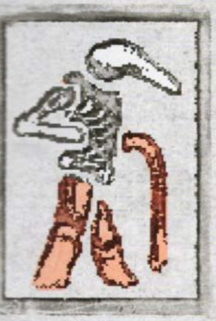


# PRIMARY DEVELOPMENT

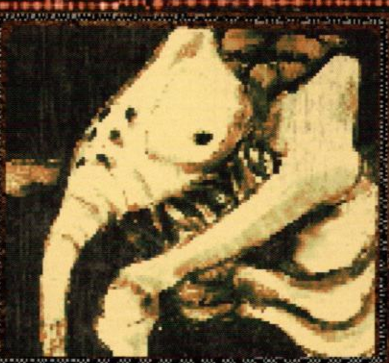


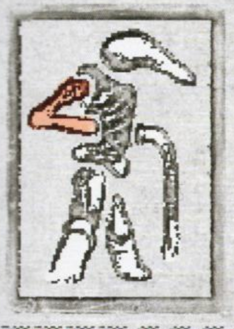
Larvae are the primal form of all vessels. During this stage, the anatomy of the vessel [life system, mind cell, and **limbs**] slowly grows inside it. It will eventually emerge so the vessel can serve its purpose.



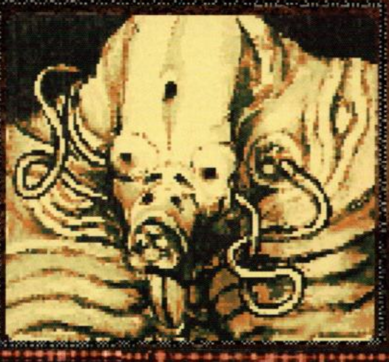


The unit’s shape starts changing when it reaches its protovessel form. The vessel quickly develops its basic features, such as movement and vision.





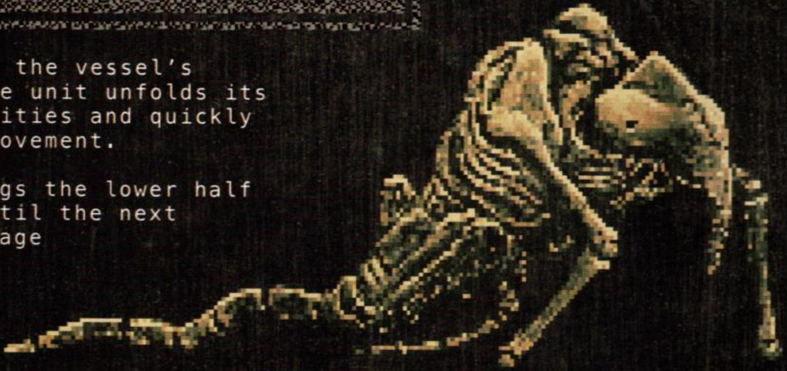
Once the unit has developed enough, it transforms into an explorer. Its upper **limbs** morph into legs, and it becomes capable of walking, interacting, and obeying simple instructions.

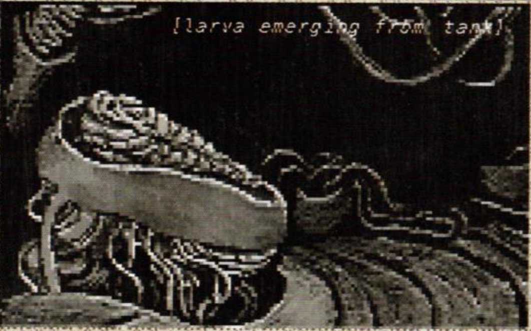


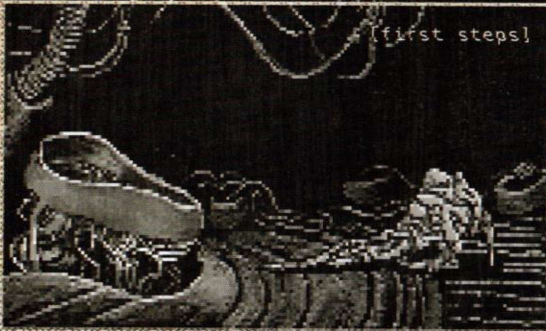
# PROTOVESSEL

First stage of the vessel's assemblage. The unit unfolds its primary extremities and quickly learns basic movement.

The vessel drags the lower half of its body until the next development stage




[larva emerging from tank]

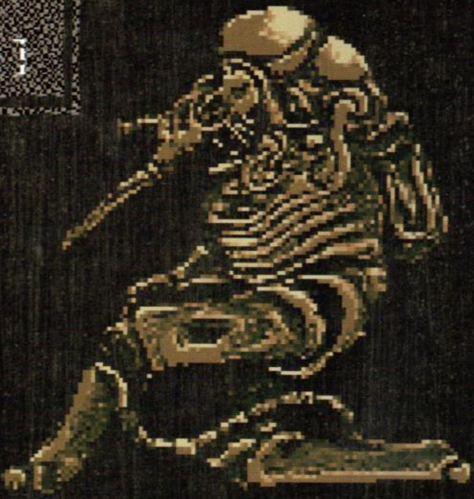

[first steps]

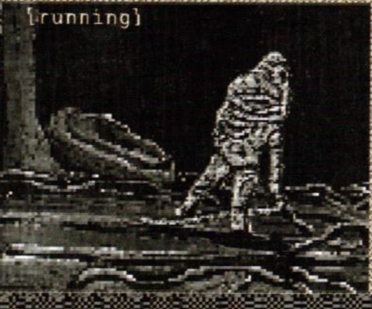
# VESSEL [EXPLORER]

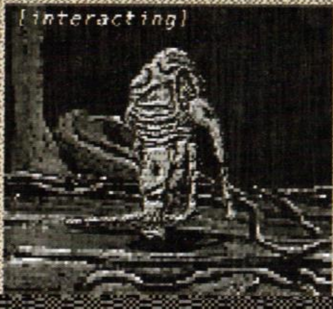
Second stage of the vessel's assemblage. The unit reshapes its first **limbs**, facilitating mobility and exploration.

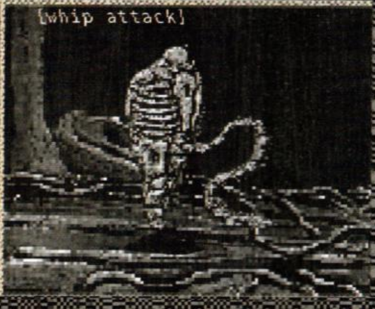
The vessel can now attack by using its **umbilical cord** as a whip.

The vessel also develops a provisional appendage situated below its respiratory system. It is used for basic interactions, like pushing or carrying small objects.




[running]


[interacting]


[whip attack]

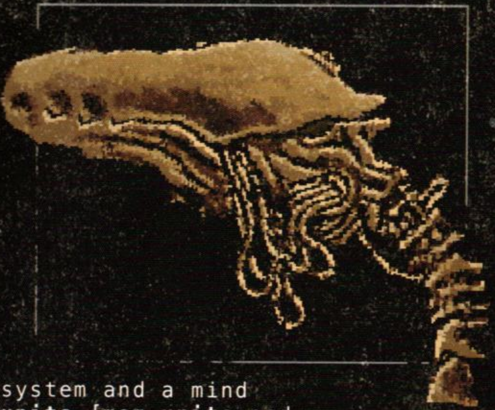
[Fully Developed]

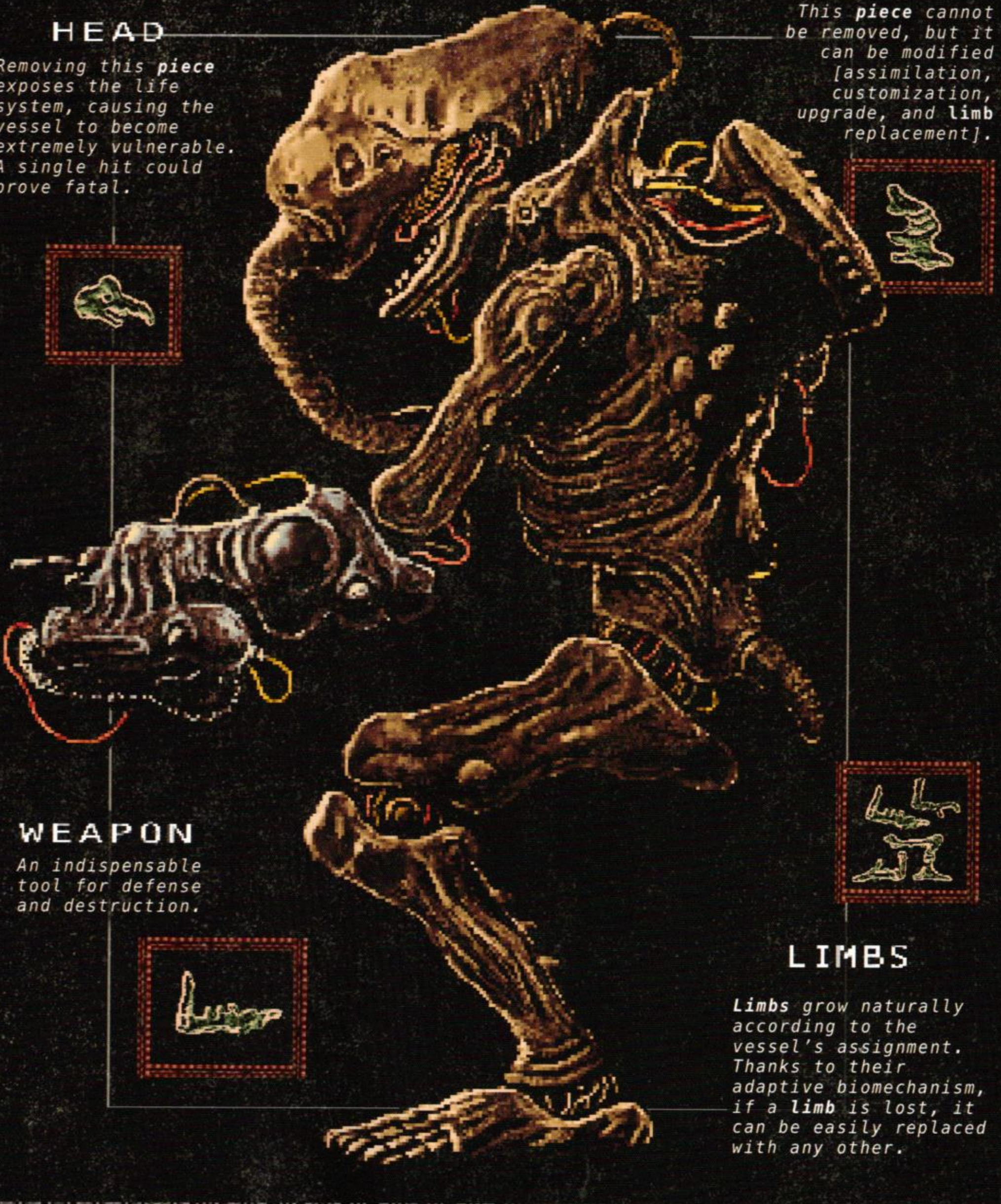
# VESSEL

The Living Machine.

The vessels were synthetic bodies created to perform specific functions. Currently, the vessels' original purposes have been forgotten. Most of them have developed their own behaviors and can freely modify their bodies.

Inside the vessel, there is a life system and a mind cell. The mind cell can carry **mind units** [**mem units** and **inf units**] and, on rare occasions, a spirit [a mind that has lived through several bodies and contains memories].





### TORSO

*This **piece** cannot be removed, but it can be modified [assimilation, customization, upgrade, and **limb** replacement].*

### HEAD

*Removing this **piece** exposes the life system, causing the vessel to become extremely vulnerable. A single hit could prove fatal.*

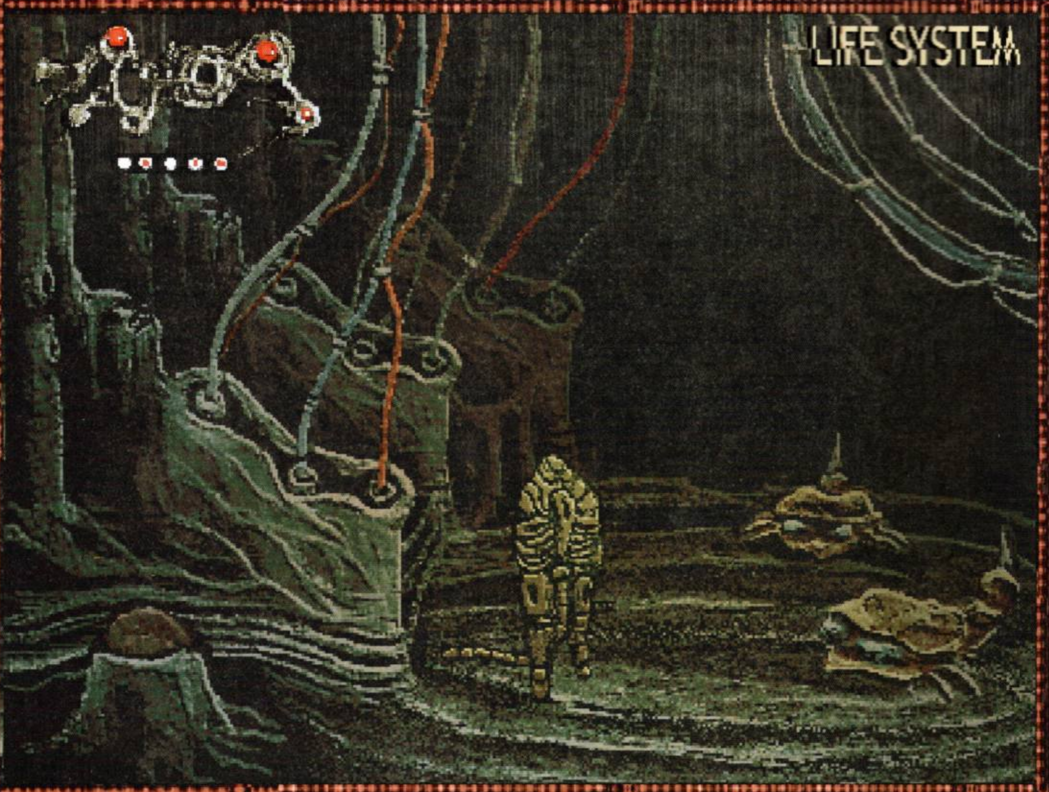
### WEAPON

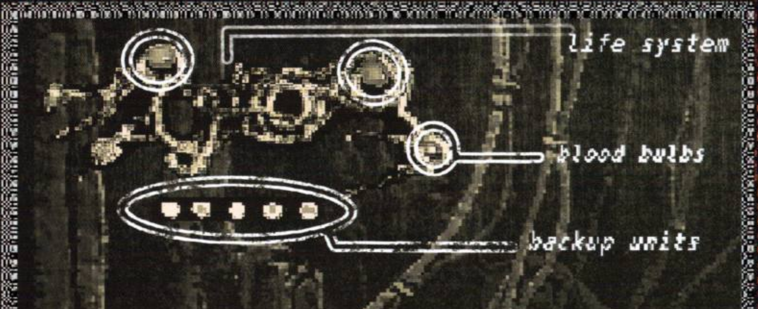
*An indispensable tool for defense and destruction.*

### LIMBS

***Limbs** grow naturally according to the vessel's assignment. Thanks to their adaptive biomechanism, if a **limb** is lost, it can be easily replaced with any other.*

# OPERATOR

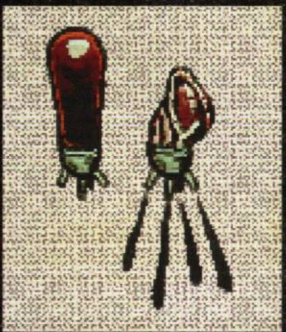

LIFE SYSTEM


life system
blood bulbs
backup units

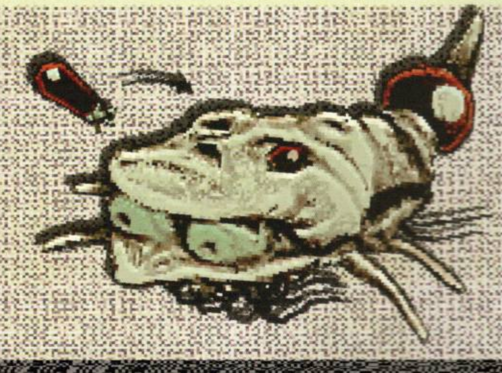
Once THE HAND is fully developed, it will gain access to the operator.

The operator displays THE HAND's life system. Each time THE HAND is damaged, **blood bulbs** are drained from it.

## BLOOD BULB



The **blood bulbs** of some vessels are fully exposed and can be destroyed with ease.



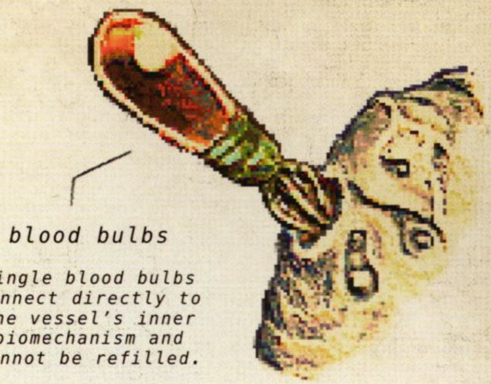
# LIFE SYSTEM

Life systems are present in every vessel regardless of its size and function, although powerful vessels tend to have complex life systems.

Complex life systems can be upgraded with more **blood bulbs** by using different materials.

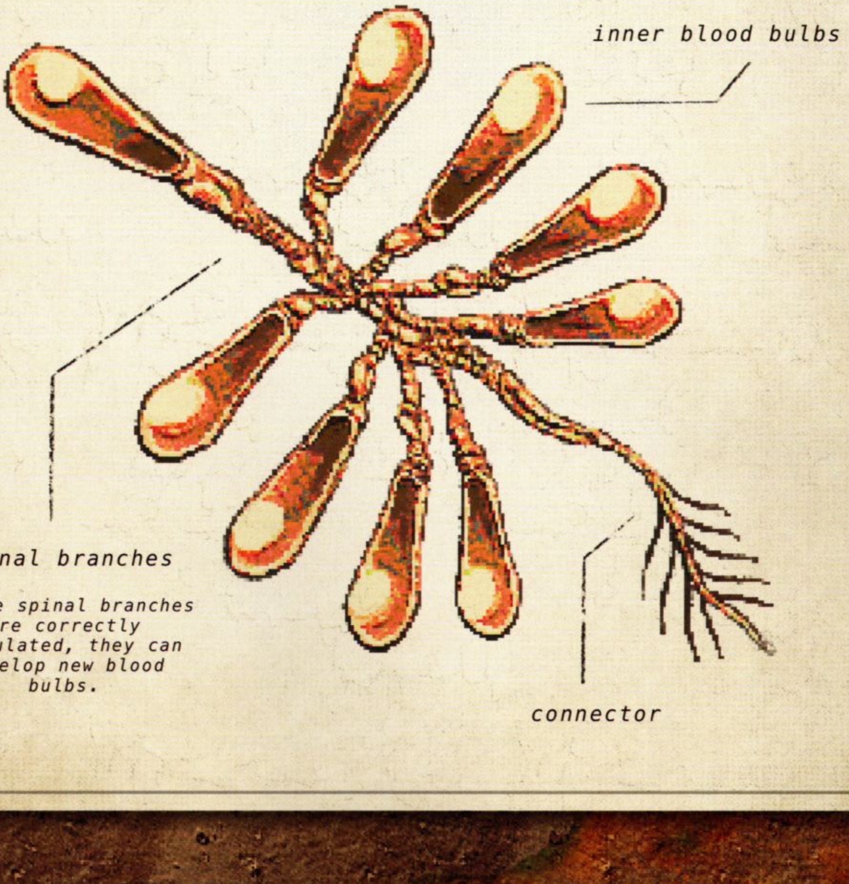
THE HAND starts its journey with a life system containing 3 **blood bulbs.**

## BULB UNIT SYSTEM



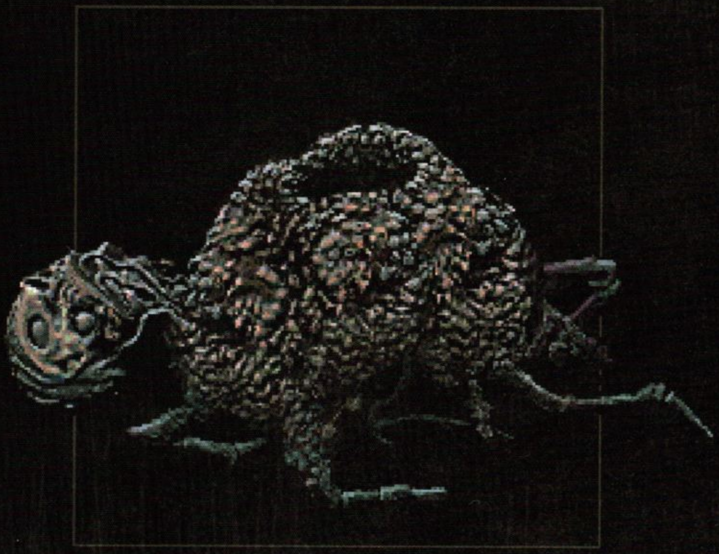
*Single blood bulbs connect directly to the vessel's inner biomechanism and cannot be refilled.*

## COMPLEX LIFE SYSTEM



*If the spinal branches are correctly stimulated, they can develop new blood bulbs.*

# LIVING HOLE



LIVING HOLE can be found in a hidden room outside the initial area in NEST.

LIVING HOLE is harmless. It will play dead whenever THE HAND is nearby.

Once freed from its prison, LIVING HOLE will start to slowly crawl around. It can be encountered multiple times throughout the journey, following THE HAND's path.

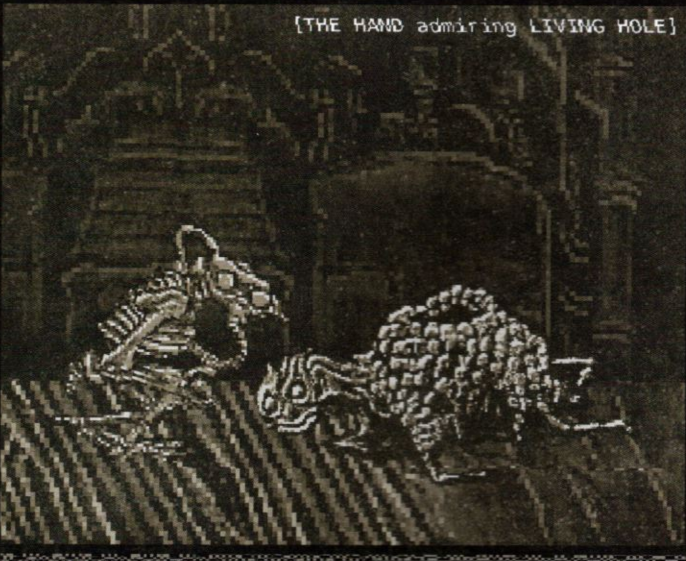
Even if LIVING HOLE is killed, its corpse can still be interacted with [it will remain in place].

In order to access the hidden room, THE HAND must use a specific **weapon, [014]**. The hidden room is pitch dark. If THE HAND waits outside for long enough, LIVING HOLE will eventually crawl out of the room.

THE HAND can place one item inside LIVING HOLE.

The item stored in the hole will remain intact.

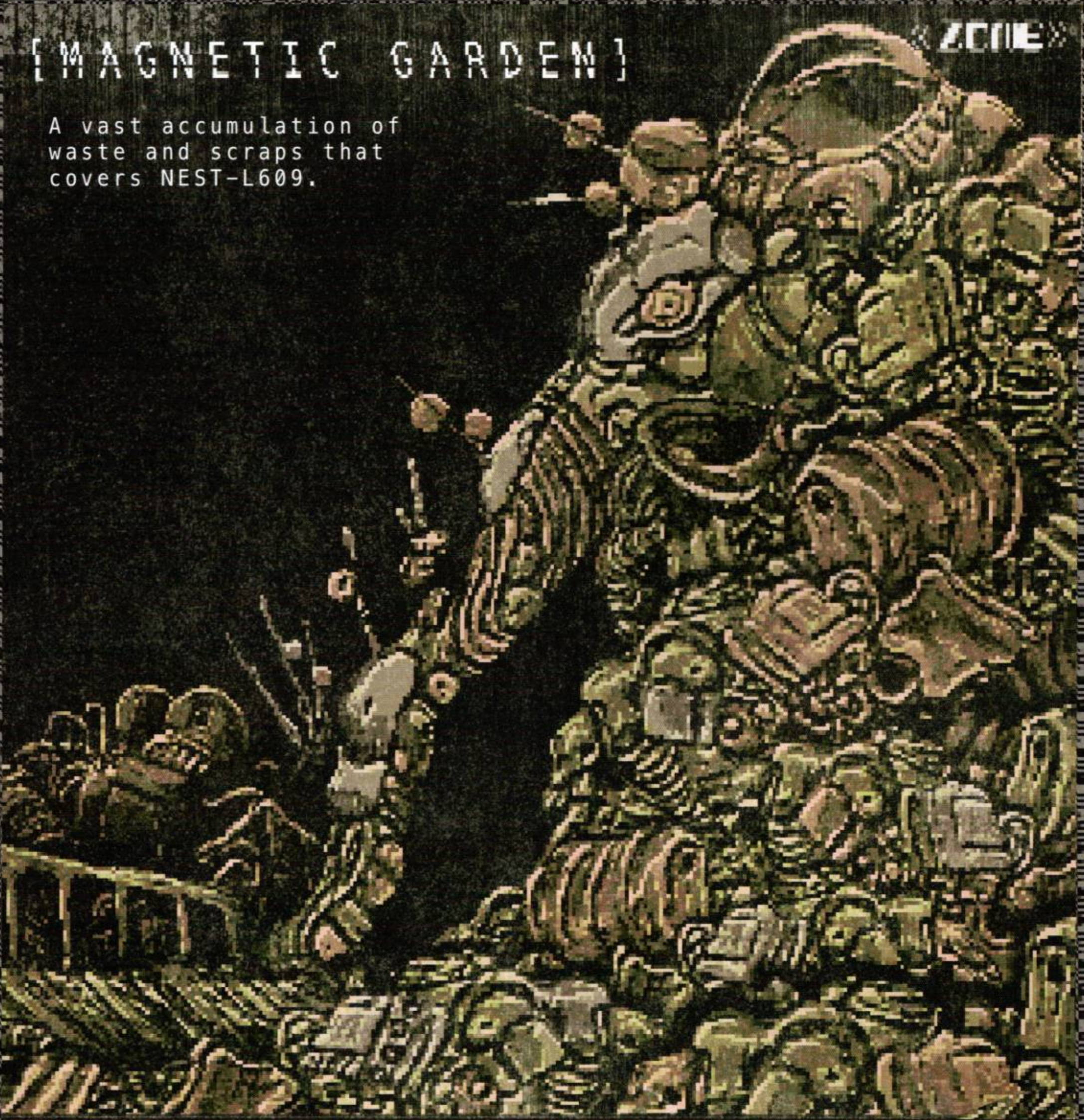
If THE HAND tries to place more than one item inside LIVING HOLE, it will emit a hoarse cry.



[THE HAND admiring LIVING HOLE]

# [MAGNETIC GARDEN]

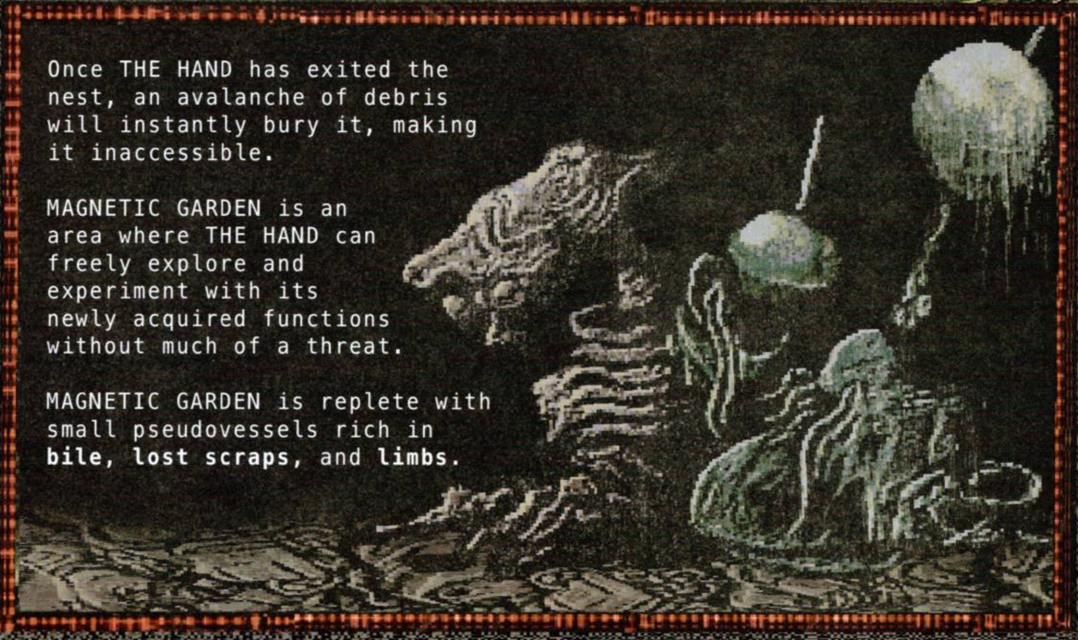
A vast accumulation of waste and scraps that covers NEST-L609.



Once THE HAND has exited the nest, an avalanche of debris will instantly bury it, making it inaccessible.

MAGNETIC GARDEN is an area where THE HAND can freely explore and experiment with its newly acquired functions without much of a threat.

MAGNETIC GARDEN is replete with small pseudovessels rich in **bile**, **lost scraps**, and **limbs**.



# NIA-7

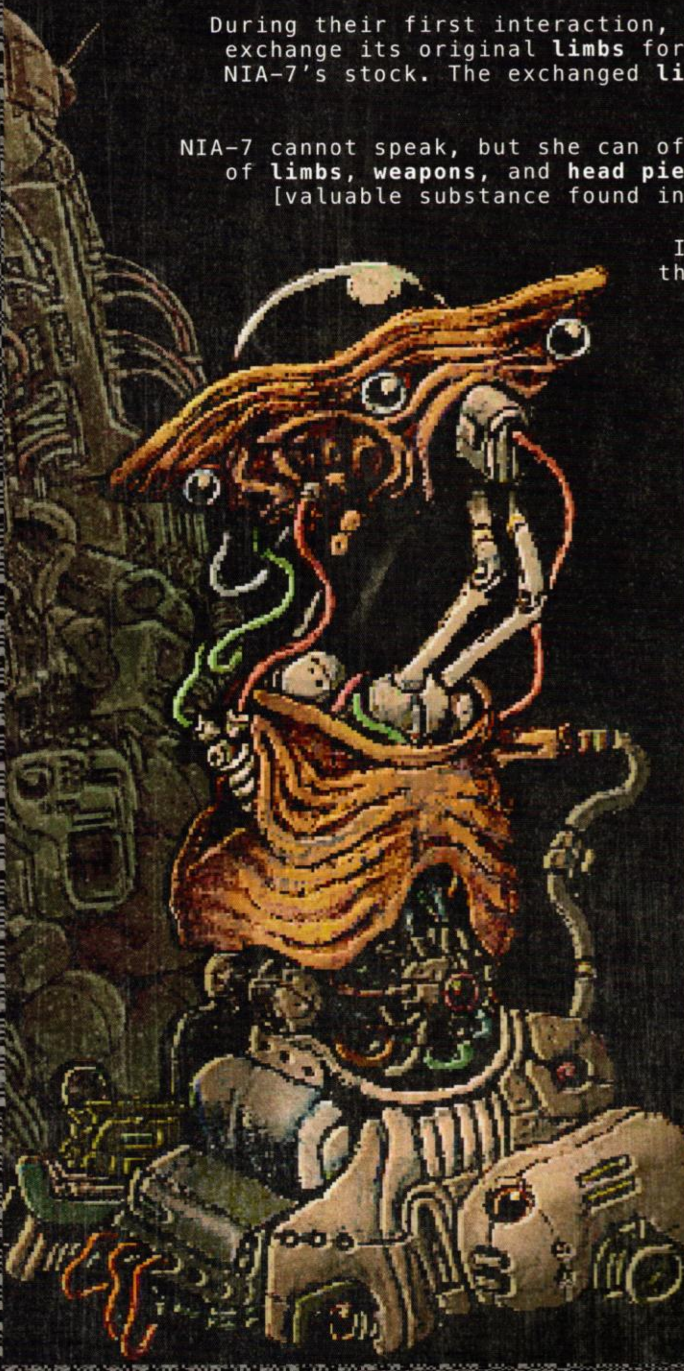
NIA-7 is a stationary merchant vessel.

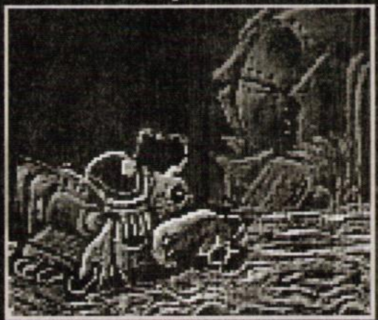
The first time THE HAND encounters NIA-7, she will be hiding inside her storage box. If THE HAND remains still for a few seconds, NIA-7 will emerge from the container.

During their first interaction, NIA-7 allows THE HAND to exchange its original **limbs** for ones of its choice from NIA-7's stock. The exchanged **limbs** will later be up for sale at NIA-7's store.

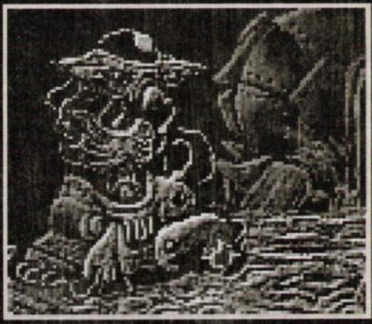
NIA-7 cannot speak, but she can offer THE HAND a selection of **limbs**, **weapons**, and **head pieces** in exchange for **bile** [valuable substance found in vessels and organisms].

If THE HAND purchases all the stock, NIA-7 will do a little dance.





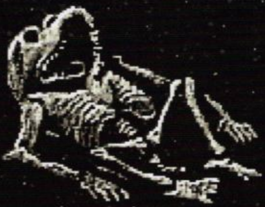
[NIA-7 hidding]



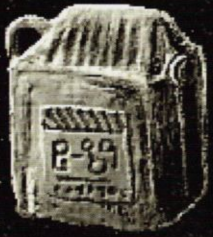
[NIA-7]

# BILE TYPES

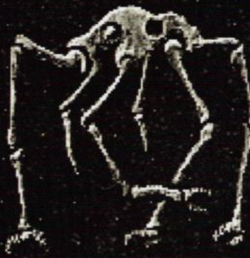
## WHITE BILE



[vessel remains]

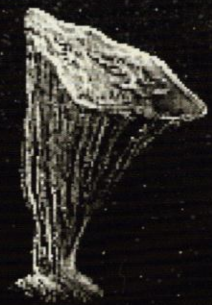


[bile can]

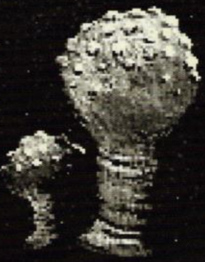


[pseudovessel]

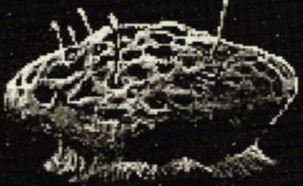
## RED BILE



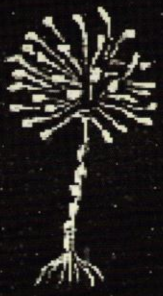
[death cone]



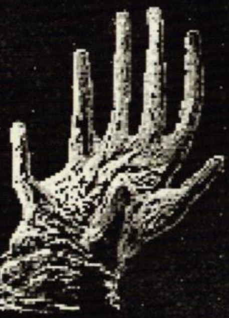
[pol.abiota]



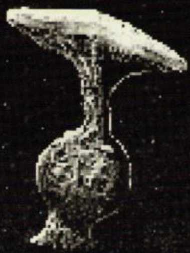
[stone mother]



[stine]



[crustborn]

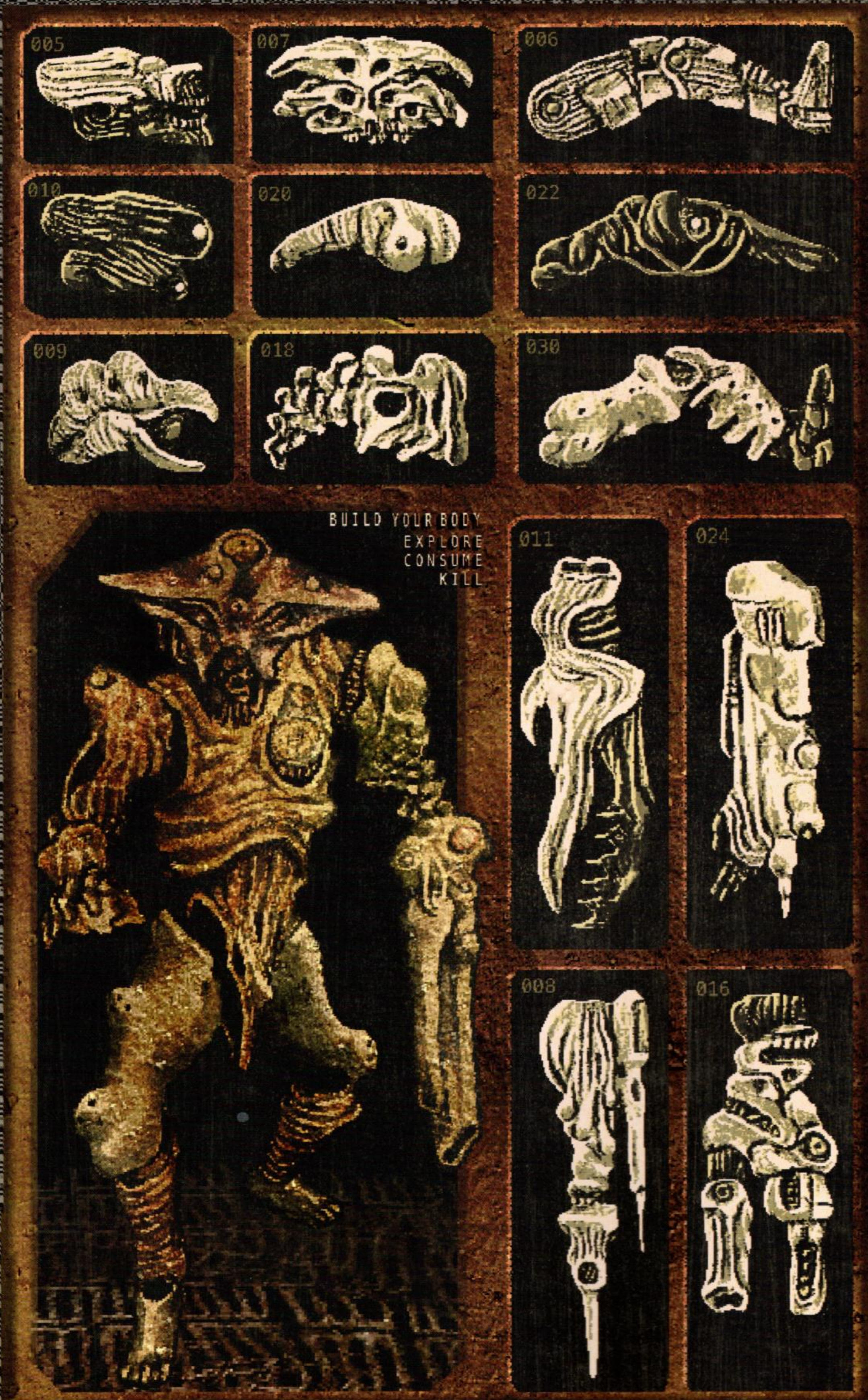


[crust tumor]

**Bile** is present in every living organism and vessel.

**White bile** is a low-viscosity oil only present in vessels and biomachinery. It's necessary for THE HAND's motion system.

**Red bile** is present in all cytean life forms. This fluid is compatible with THE HAND's bile valve and can be consumed or traded.


005
007
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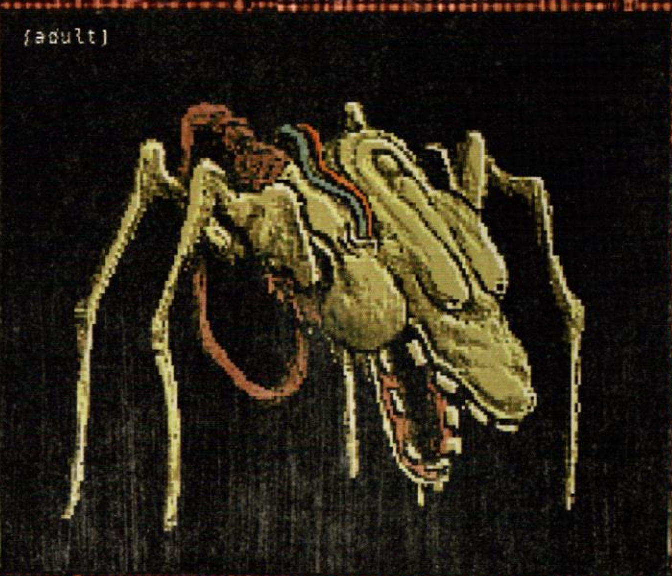
BUILD YOUR BODY
EXPLORE
CONSUME
KILL

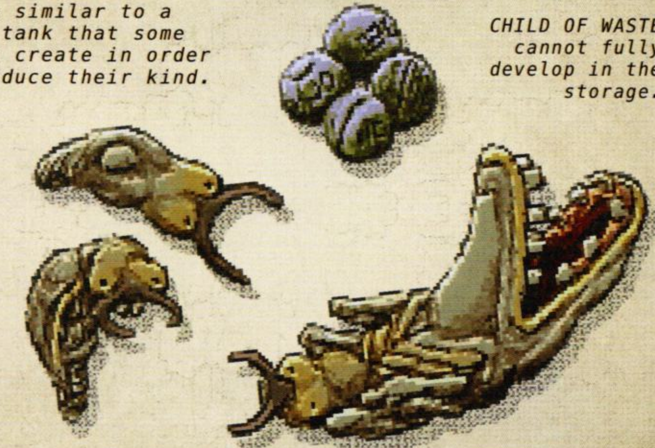


# CHILD OF WASTE

Hostile pseudovessels that feed on the world's waste.

CHILD OF WASTE becomes more aggressive as it matures [the adult form being the most dangerous one].

When CHILD OF WASTE [adult] attacks THE HAND, it may deposit eggs in THE HAND's storage.



**EGG**

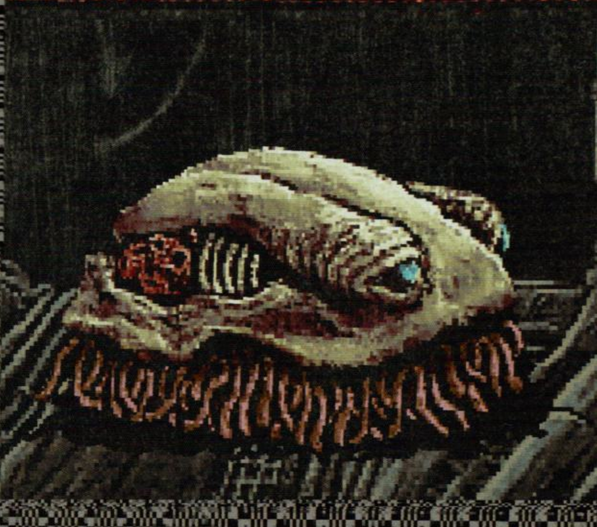
*A device similar to a birthing tank that some vessels can create in order to mass produce their kind.*

**INFANT**

*CHILD OF WASTE cannot fully develop in the storage.*

**LARVA**

*If eggs remain in THE HAND's storage for long enough, they will hatch. CHILD OF WASTE [larva] will start devouring the inventory as soon as it hatches.*



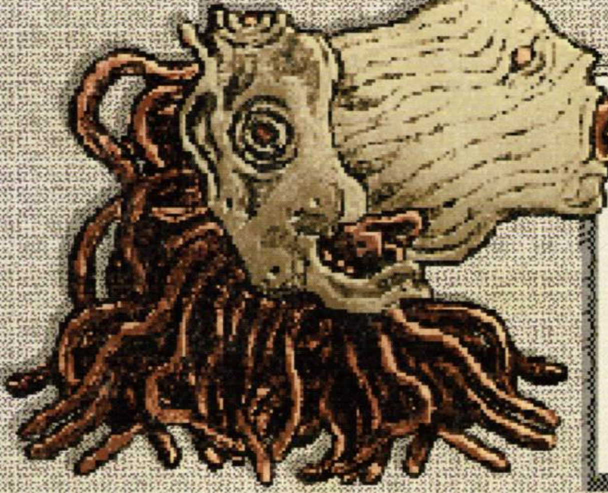
# RUST FEEDER

Automatic biomechanisms that wander around MAGNETIC GARDEN, consuming all corrosion in their way.

RUST FEEDER is not hostile.

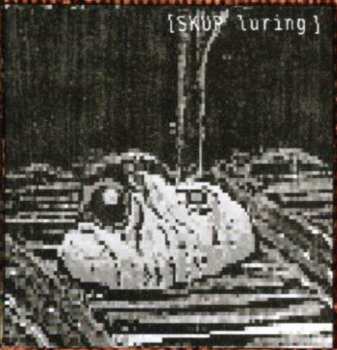
RUST FEEDER can be ridden if THE HAND jumps on its back.

# SKUP

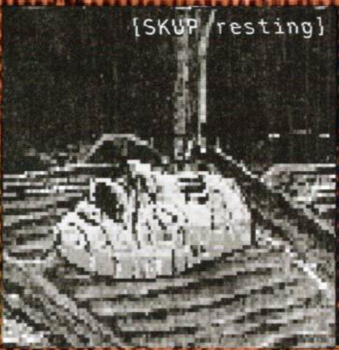


Vessels that bury their bodies in the floor using their acidic tentacles to dig through the metal, leaving their false faces exposed on the surface.

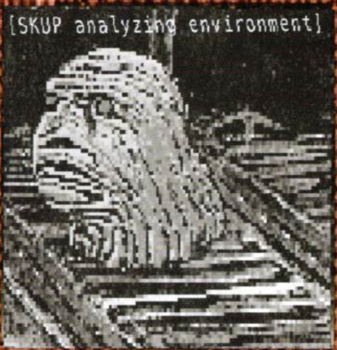
If THE HAND attacks SKUP's peeking **blood bulb**, SKUP will quickly retract it and then attack THE HAND.



[SKUP luring]



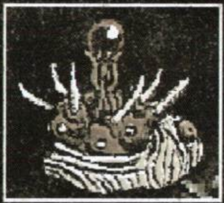
[SKUP resting]



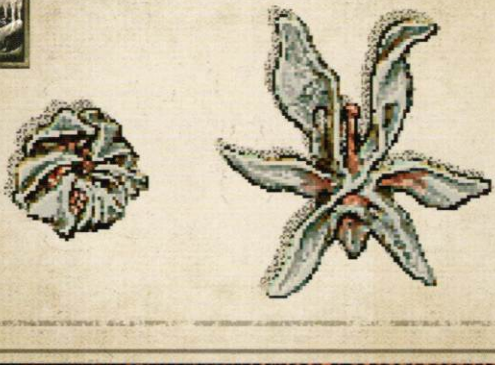
[SKUP analyzing environment]

There is a small chance of finding SKUP's true face exposed on the floor.

SKUP will behave in a similar manner, but it will be more aggressive and unable to hide its **blood bulb.**



# P-SPORE



Pseudovessels that float around in search of POL.LYP particles in the air.

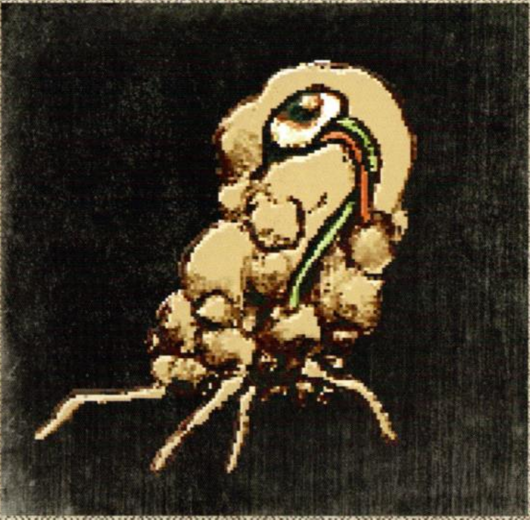
When P-SPORE detects an impurity or a foreign chemical, it opens its membranes, releasing a purifying agent [harmful].

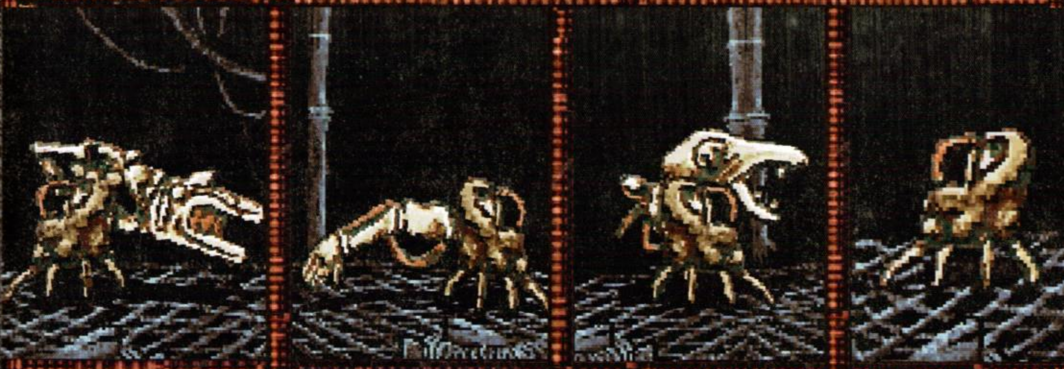
# SCAVENGER

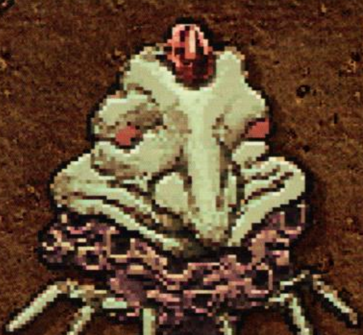
Small pseudovessels that move in packs, hunting for **pieces** to attach to themselves.

SCAVENGER can be encountered clad in all sorts of gear. It can attack THE HAND if it is equipped with **weapons** or **limbs.** SCAVENGER is also able to emit vocal sounds while equipped with a **head piece.**

SCAVENGER's **pieces** fall from its body if it is killed [these **pieces** are always low-quality or broken].



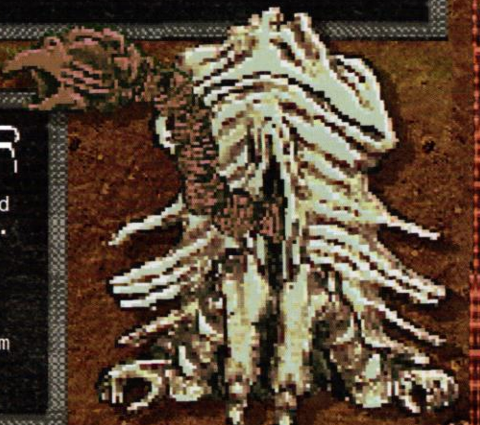




## L-SNU

Vessels that used to function as security devices for restricted areas. L-SNU's olfactory system can detect any scent traces left in the air to track down the trespassing vessel.

When L-SNU makes contact with THE HAND, it explodes in a sneeze.



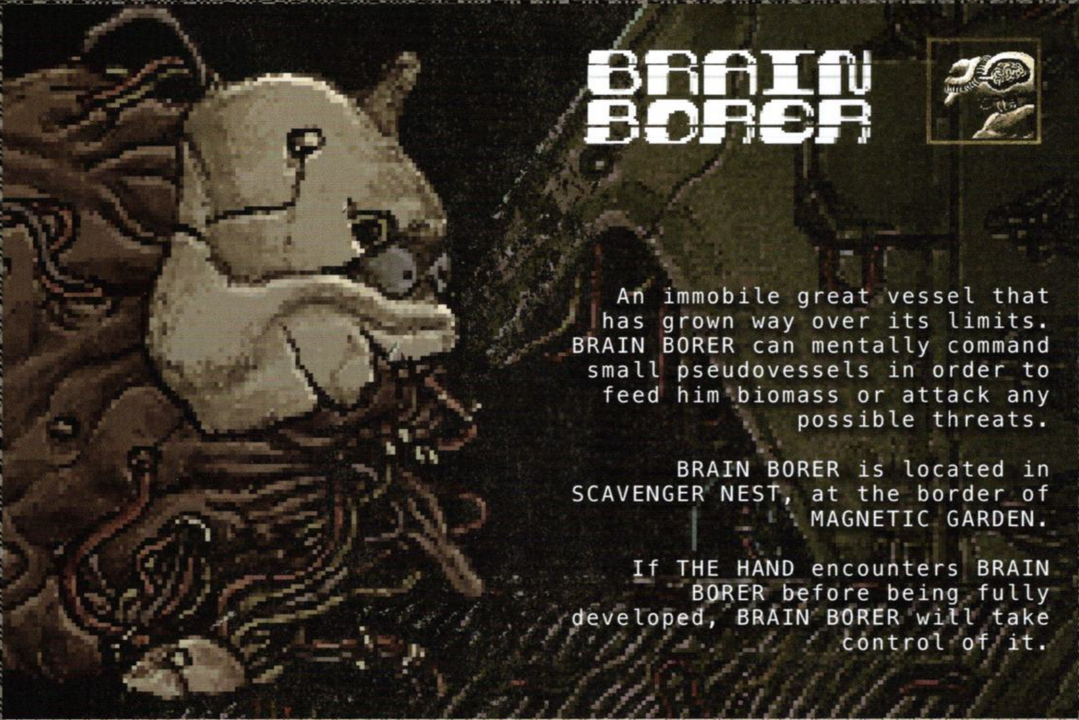
## WORM BREEDER

Hollowed vessels used as shelter and nourishment by large worms [cyteas].

The worm feeds on the vessel's internal biomechanism.

If THE HAND gets too close, the worm will partially burst out of the carcass to attack.

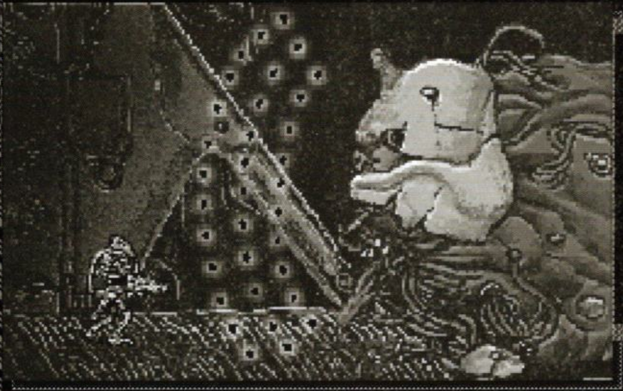
# BRAIN BORER



An immobile great vessel that has grown way over its limits. BRAIN BORER can mentally command small pseudovessels in order to feed him biomass or attack any possible threats.

BRAIN BORER is located in SCAVENGER NEST, at the border of MAGNETIC GARDEN.

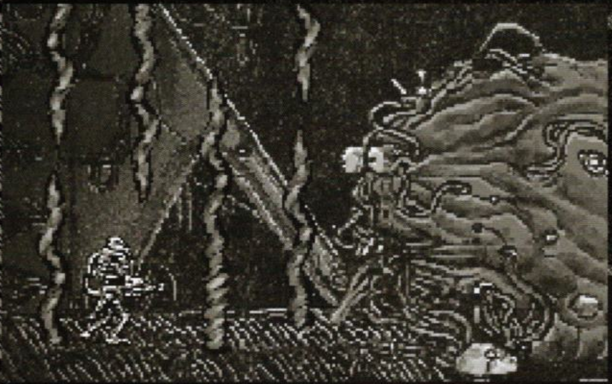
If THE HAND encounters BRAIN BORER before being fully developed, BRAIN BORER will take control of it.



### [PHASE 1/2]

MIND BORER shoots waves of psychic projectiles and summons SCAVENGER [pack].

MIND BORER is unable to attack physically.

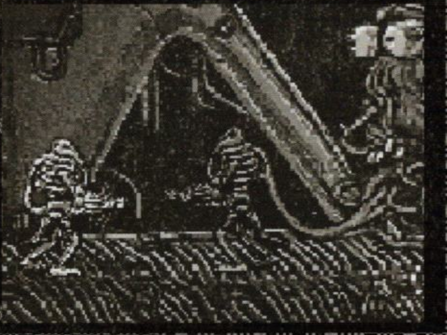


### [PHASE 3]

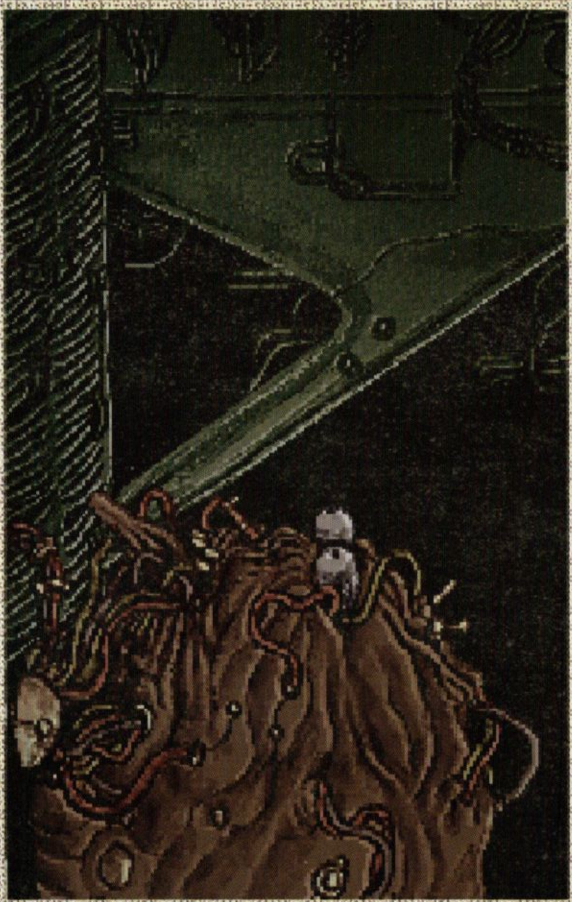
Flesh spikes burst out of the floor as MIND BORER's onslaught continues. He violently attacks with everything at his disposal.

### [SECRET PHASE]

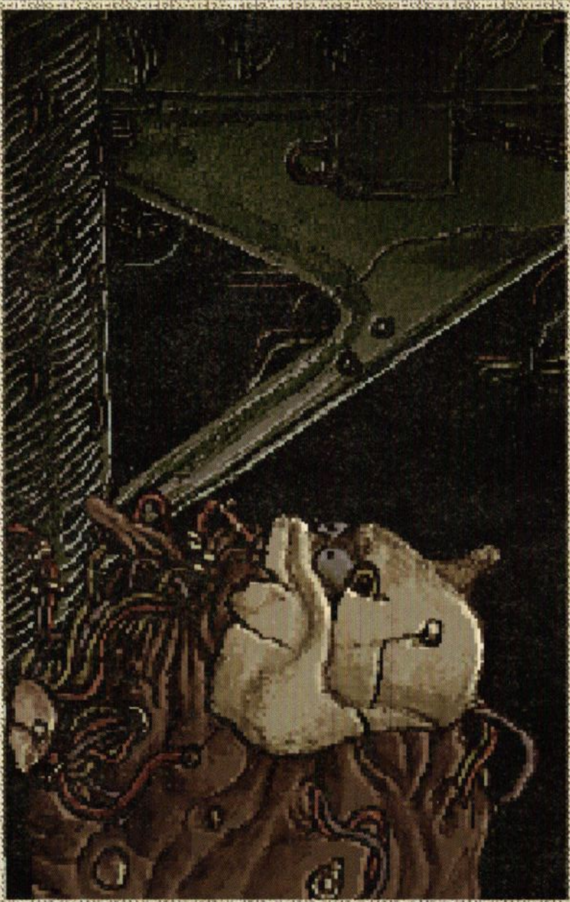
If THE HAND did not suffer any damage during the fight, MIND BORER will form a hostile copy of THE HAND with better attributes.



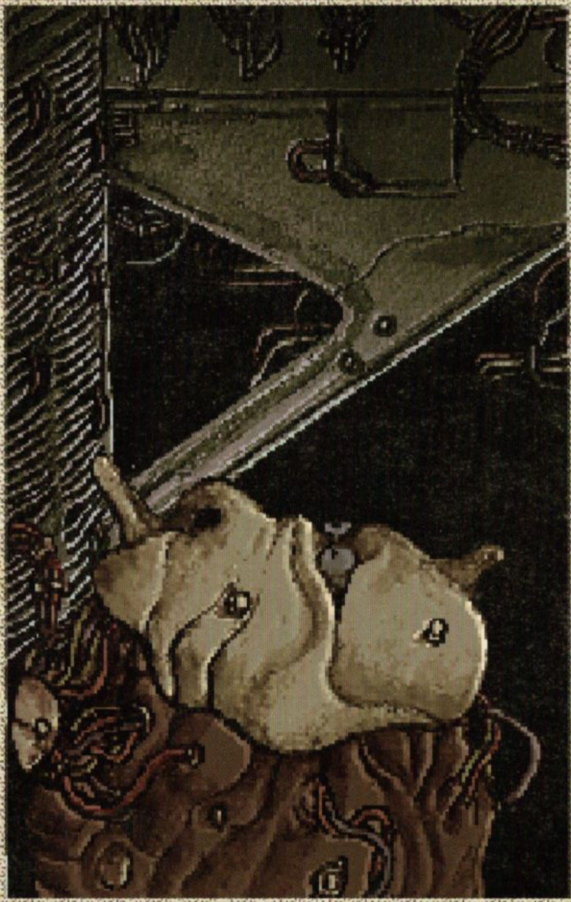
[STATE 3]



[STATE 2]

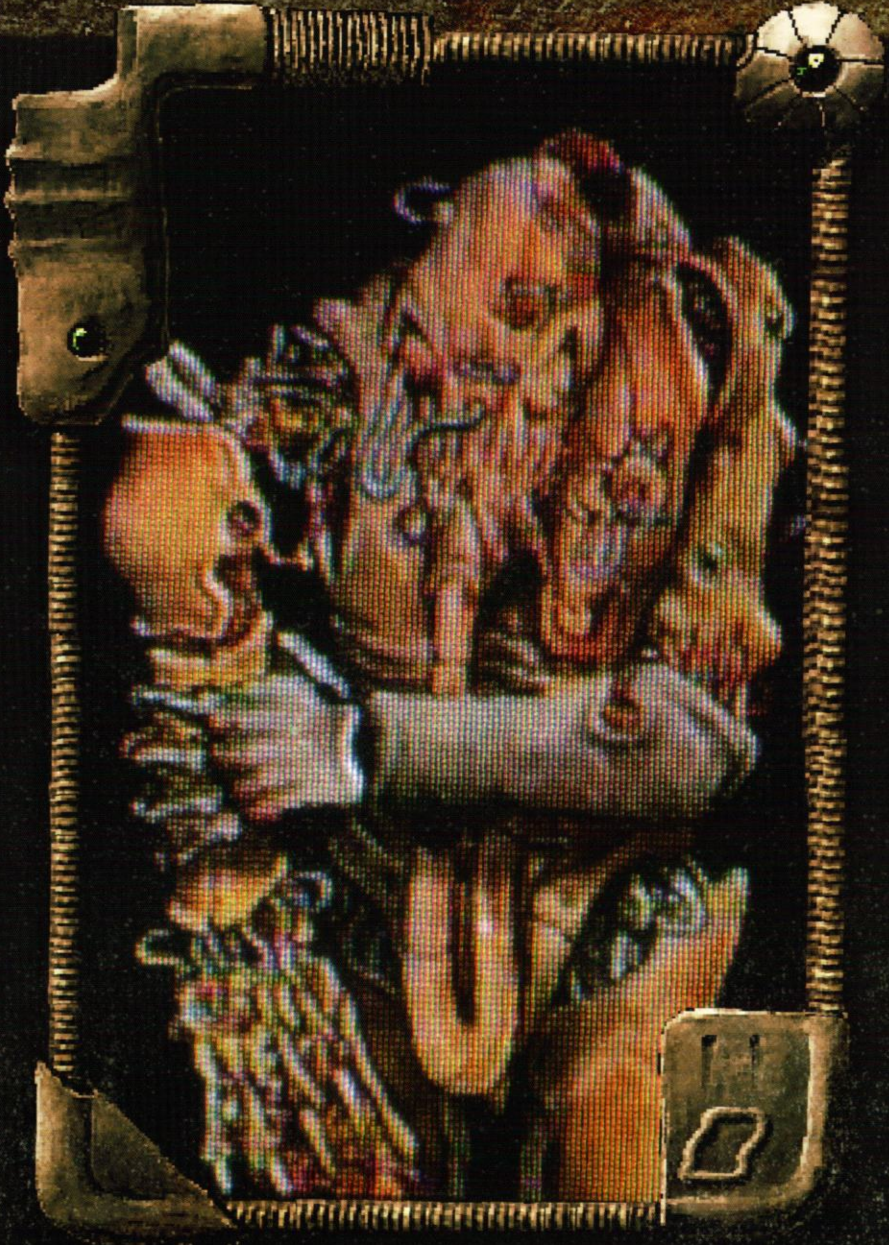


[STATE 1]



A **mem unit** can be subtracted from MIND BORER's corpse.

When a vessel is destroyed, the large majority of the data of its **mind units** becomes corrupted [impossible to be read]. Corrupted **mind units** and **pieces** can still be traded, but they lose most of their value. Corrupted **pieces** can present a danger if they are equipped.



*[reflections of a battle vessel]*

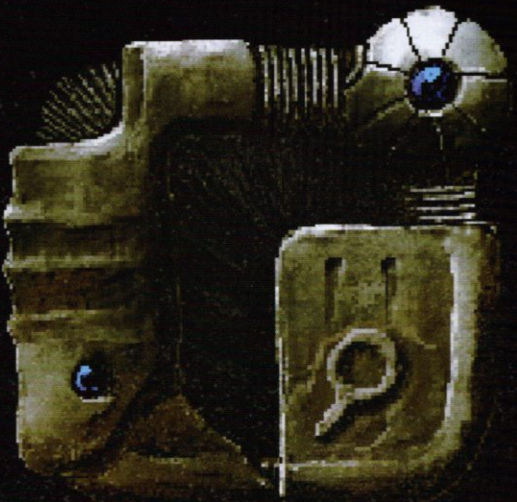
*This feeble body keeps falling apart… I was designed to expire, but I keep fighting against my very nature.*

*I will raise. I will become something greater. I will make a majestic incarnation out of this purposely flawed shell.*

# [MIND UNITS]

**Mind units** are grafted fragments of knowledge [not acquired by natural means]. There are two types of **mind units: mem** and **inf.** They are storage devices that can be found all over the world.

## [INF UNIT]

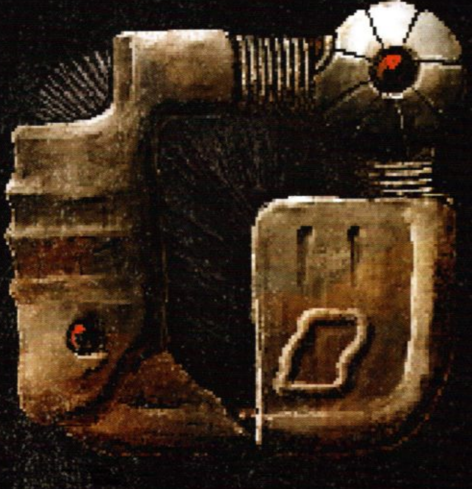


**Inf units** are relatively common. They can be used to learn information and as currency with vessels that seek knowledge.

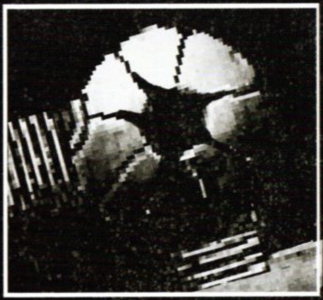
**Mem units** are far more rare and valuable. They contain a memory from a unique individual.

All **units** are stored in THE HAND's mind cell and can be accessed at any time.

## [MEM UNIT]



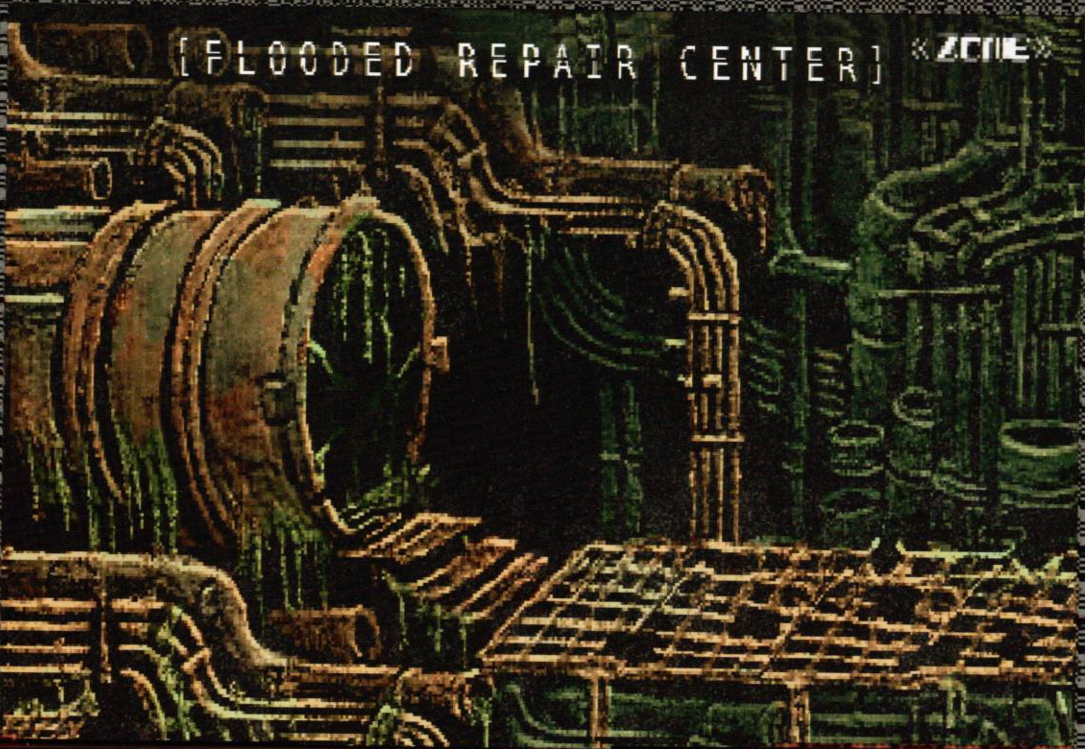
[damaged mem unit]



The sphere on the upper-right corner indicates the value of the **mind unit.** When a **mind unit** is traded, its contents remain copied in the vessel's mind cell.

# [FLOODED REPAIR CENTER]

«ZONE»

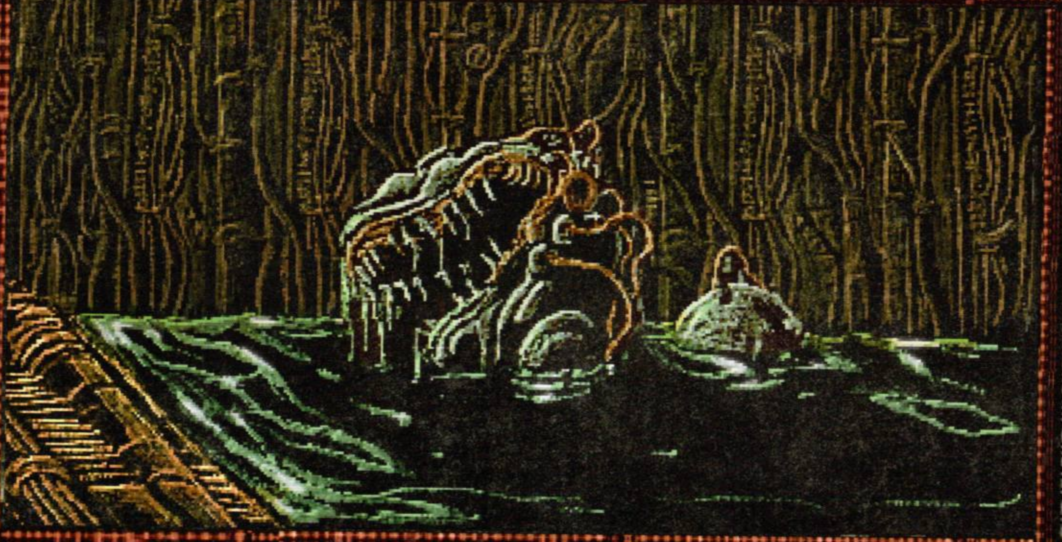


THE HAND can access FLOODED REPAIR CENTER through an outlet pipe partially hidden underwater in the residual lake at MAGNETIC GARDEN.

This area has remained inaccessible since its collapse. The vessels that dwelt in here have either rotted away or adapted to their new environment.

Water does not present a serious threat to a modern vessel, but long exposure to it can cause damage to its mind cell, making the vessel act abnormally.

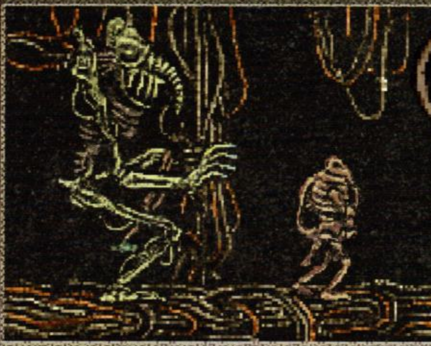
Mutated vessels have been consuming the resources of the original repair complex to keep themselves active and have been preying on other vessels for **bile** and body modifications. Some of these mutated vessels have become water-dependent.



# SABETHGOK

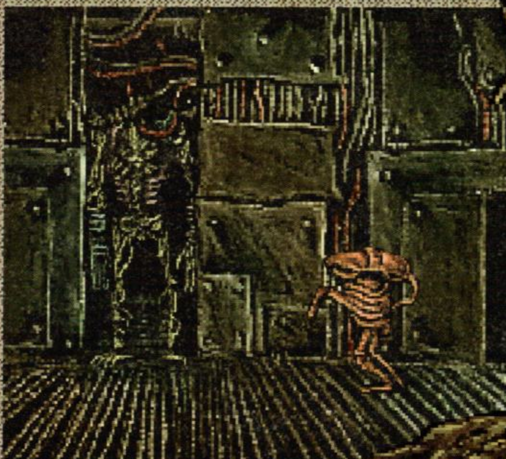
The Eternal Persecutor

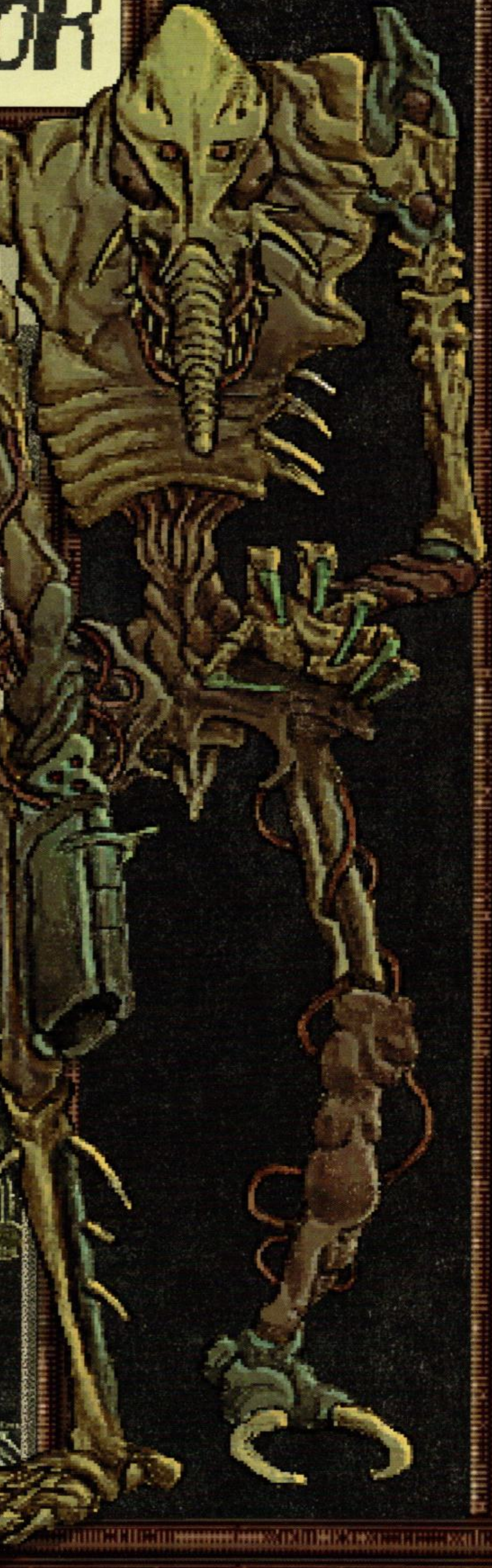
A vessel of high intelligence and overwhelming strength committed to the destruction of any bearer of forbidden data.



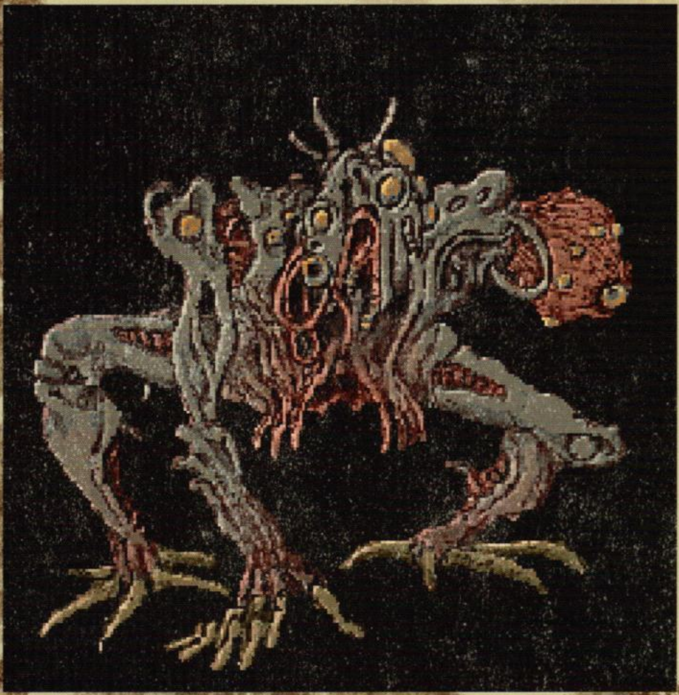
THE HAND will be alerted of the presence of SABETHGOK by a loud shriek. Then, SABETHGOK will start chasing it. If SABETHGOK catches his prey, he will destroy it in a most gruesome way.

Due to his large size, SABETHGOK cannot chase THE HAND through some doors. In order to escape from SABETHGOK, THE HAND can drop a **piece** [SABETHGOK will be distracted for a few seconds], go through certain doors, or use a hiding spot.





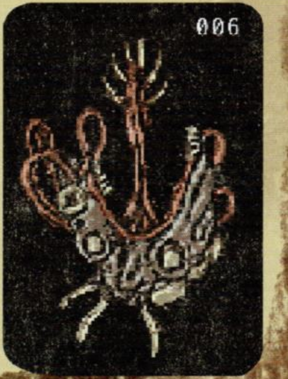
# WETLUNG



Mutated aquatic vessels that stalk from a safe distance.

If THE HAND turns its back on WETLUNG, it will slowly approach THE HAND until it is within its reach.

WETLUNG can occasionally drop its **head** or **lung** after being defeated.

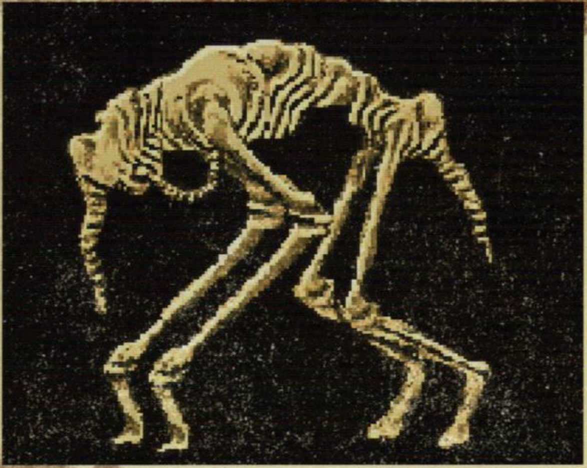


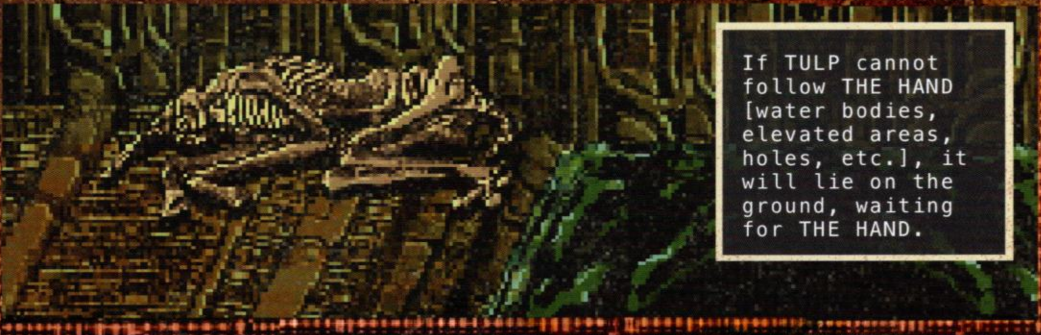
# TULP

Common vessels that get easily attached to other non-hostile vessels due to their friendly and helpful nature.

If THE HAND enters combat in the company of TULP, it will fight the enemy to protect THE HAND.

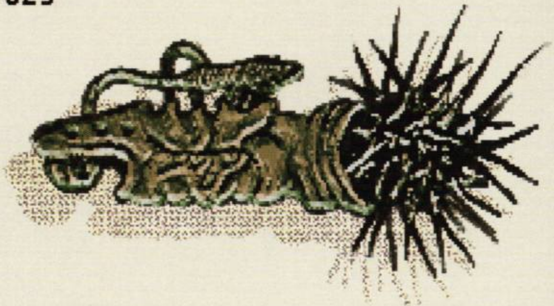
TULP can be petted.





If TULP cannot follow THE HAND [water bodies, elevated areas, holes, etc.], it will lie on the ground, waiting for THE HAND.

029

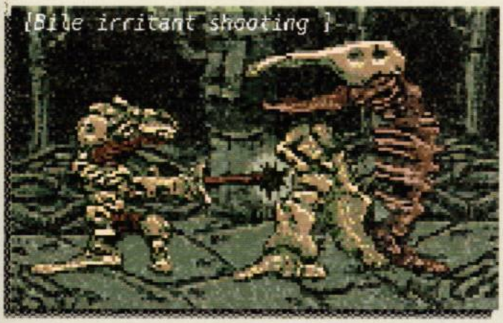


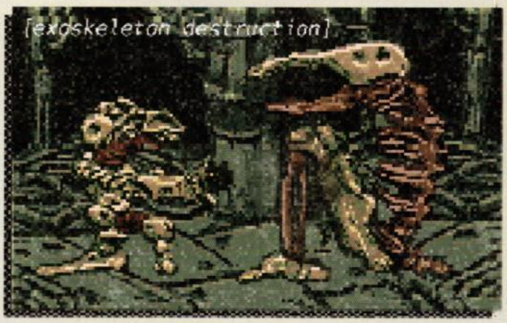
## BILE IRRITANT

A **weapon** that can be filled with **bile.**

**Bile irritant** emits radiation waves that cause its **bile** to bristle up into iron-hard thorns.

This ball of spikes can be used to easily destroy vessel exoskeletons.


[Bile irritant shooting ]


[exoskeleton destruction]

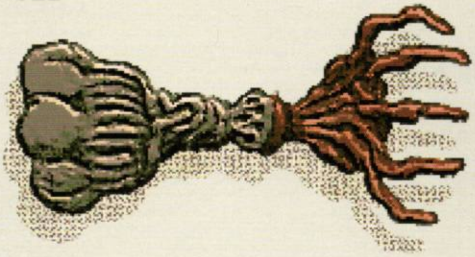
## M-MANIPULATOR

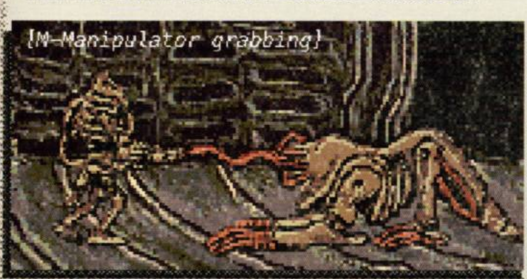
012

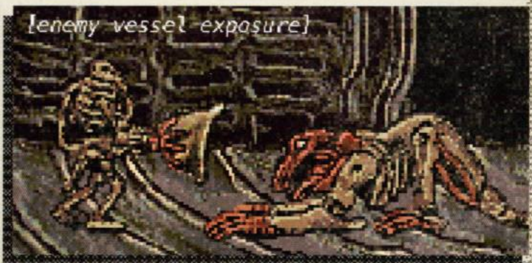
A **tool** capable of grabbing light objects from afar.

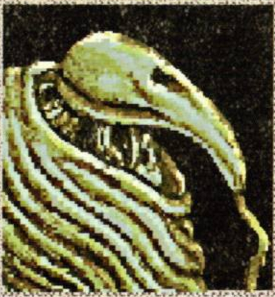
**M-Manipulator** was used to handle and transport noxious materials.

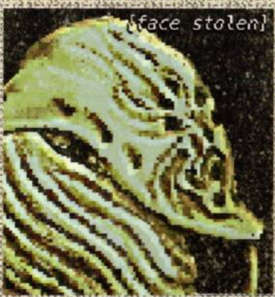
**M-Manipulator** can be used to detach protective **pieces** from some enemy vessels.




[M-Manipulator grabbing]


[enemy vessel exposure]

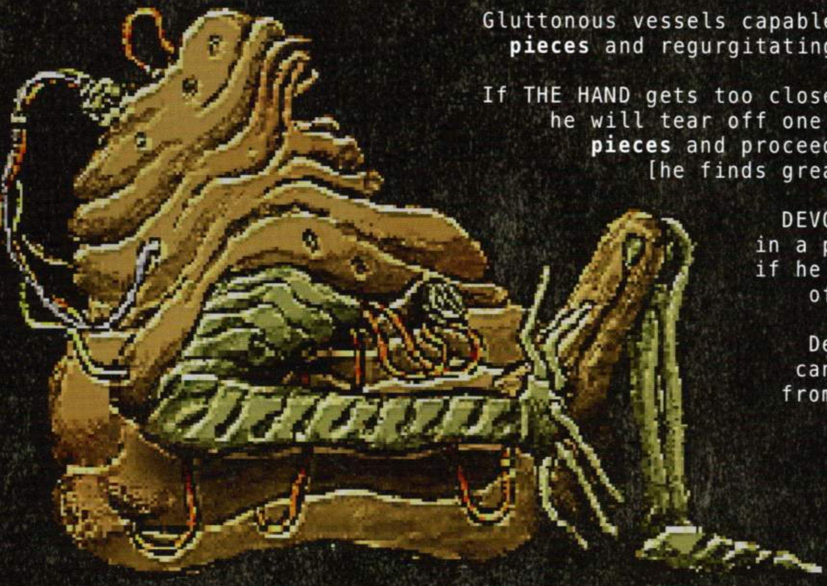



[face stolen]

Stolen **pieces** might be incompatible with THE HAND's biomechanism. Unsuitable **pieces** will not work properly, while suitable ones will adapt to THE HAND'S biosystem.

Equipping a corrupted **piece** can corrupt the entire body.

# DEVOURER



Gluttonous vessels capable of consuming **pieces** and regurgitating projectiles.

If THE HAND gets too close to DEVOURER, he will tear off one of THE HAND's **pieces** and proceed to devour it [he finds great joy in it].

DEVOURER explodes in a powerful blast if he ever runs out of **blood bulbs.**

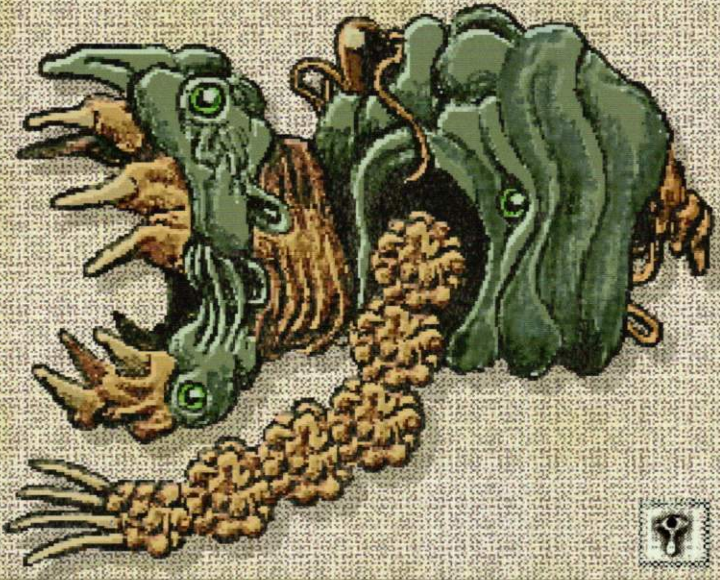
Devoured **pieces** can be retrieved from his exploded remains.

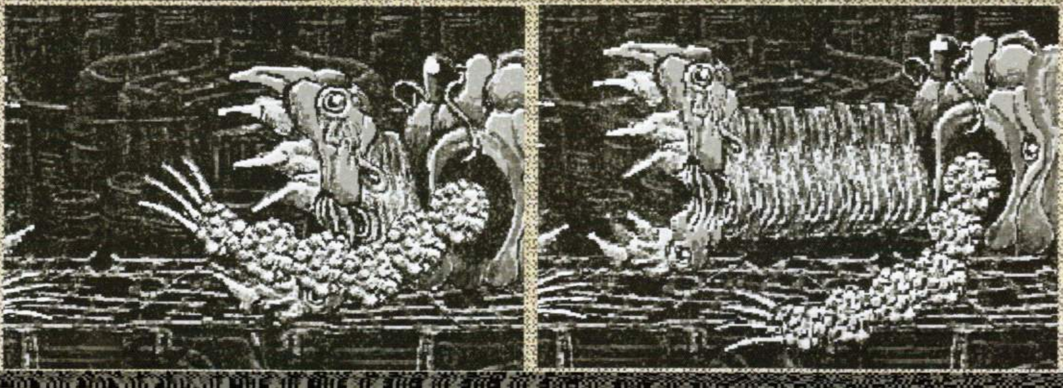
# NEW BILLY

A rare vessel that creeps throughout the main pipes of FLOODED REPAIR CENTER.

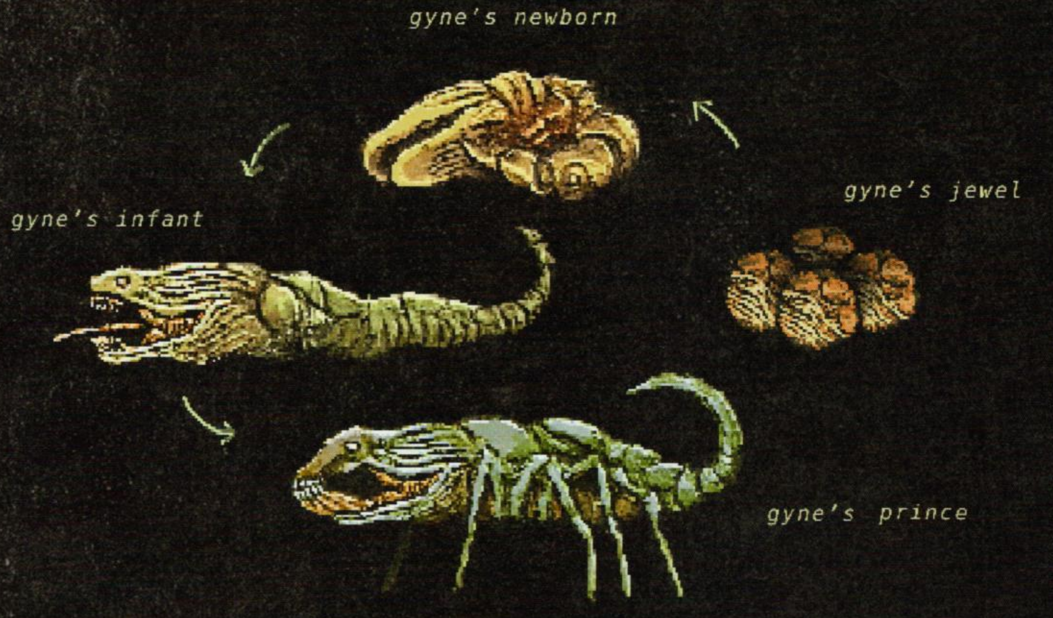
NEW BILLY can be encountered outside and inside the pipes. Within the pipes, NEW BILLY gains a huge advantage, since he can move twice as fast and stretch out his neck to reach THE HAND in a blink.

NEW BILLY retreats into the nearest pipe after losing half of his life system.





# GYNE'S OFFSPRING

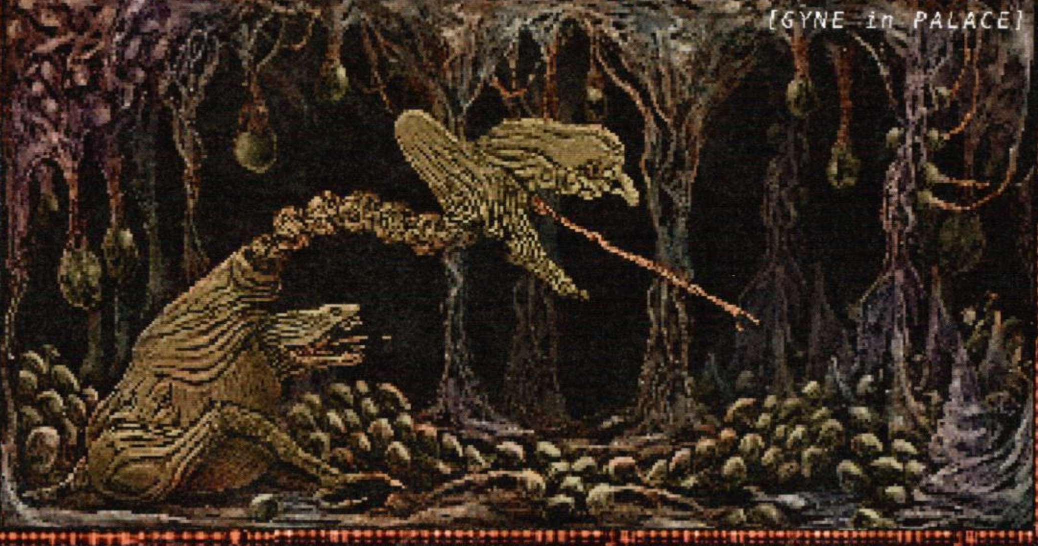

gyne's newborn
gyne's jewel
gyne's infant
gyne's prince

Water-based protovessels that inhabit the area. They can be encountered in four different states of growth [jewel, newborn, infant, and prince].

If GYNE'S JEWEL is destroyed, GYNE'S NEWBORN will hatch from it. GYNE'S NEWBORN will turn into GYNE'S INFANT if left alive for a few seconds, instantly becoming hostile.

GYNE'S PRINCE can be found patrolling large nest areas.

PALACE can be found at the deepest level of FLOODED REPAIR CENTER. This grand nest is home to GYNE, a large pseudovessel that evolved into a mass-producing organism that populates the entirety of the complex with her spawn.


[GYNE in PALACE]

# GYNE

If THE HAND trespasses into PALACE, GYNE will defend her nest at all costs.

## [PHASE 1]

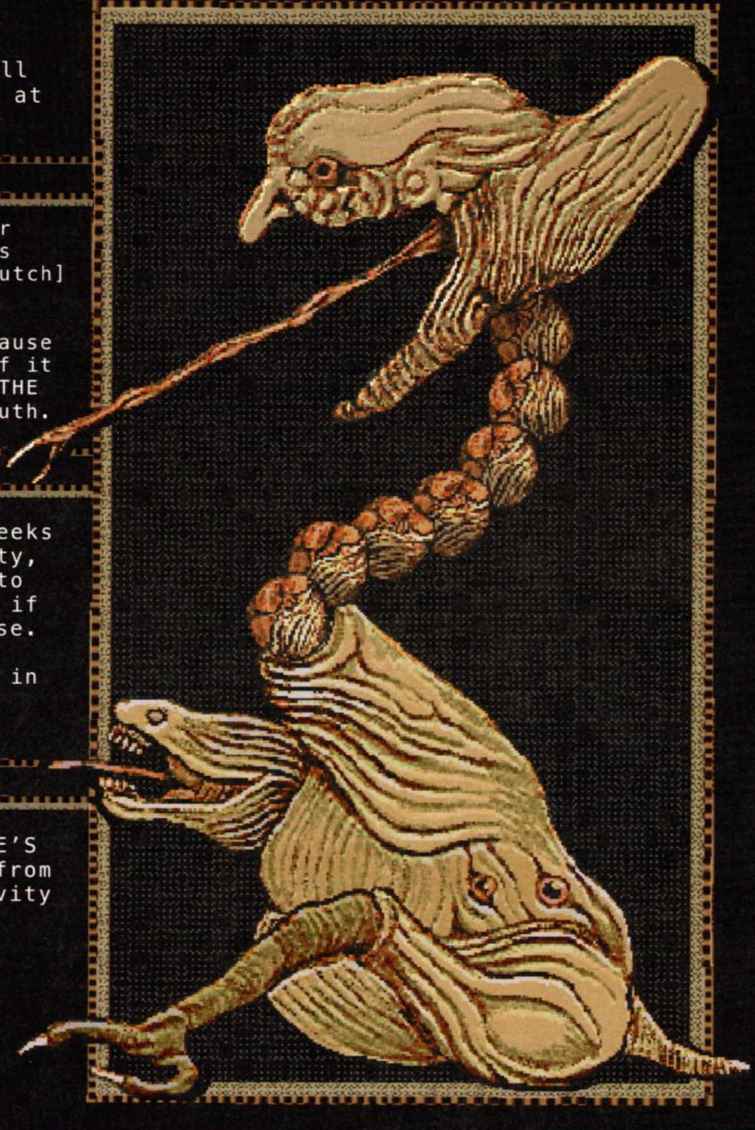
GYNE projects her tongue and throws GYNE'S JEWEL [clutch] at THE HAND. Her tongue can snap **pieces** off and cause serious damage if it manages to drag THE HAND into her mouth.

## [PHASE 2]

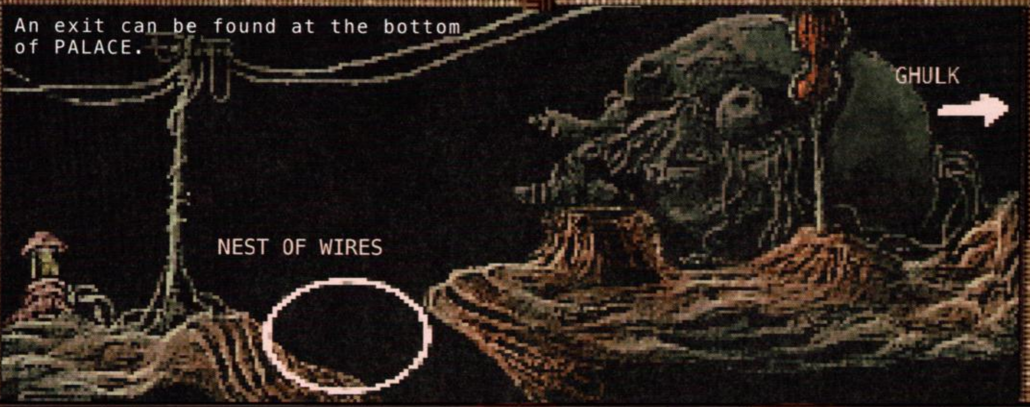
GYNE'S INFANT peeks out of her cavity, stretching out to attack THE HAND if it gets too close. GYNE'S PRINCE [swarm] appears in response to the mother's cry.

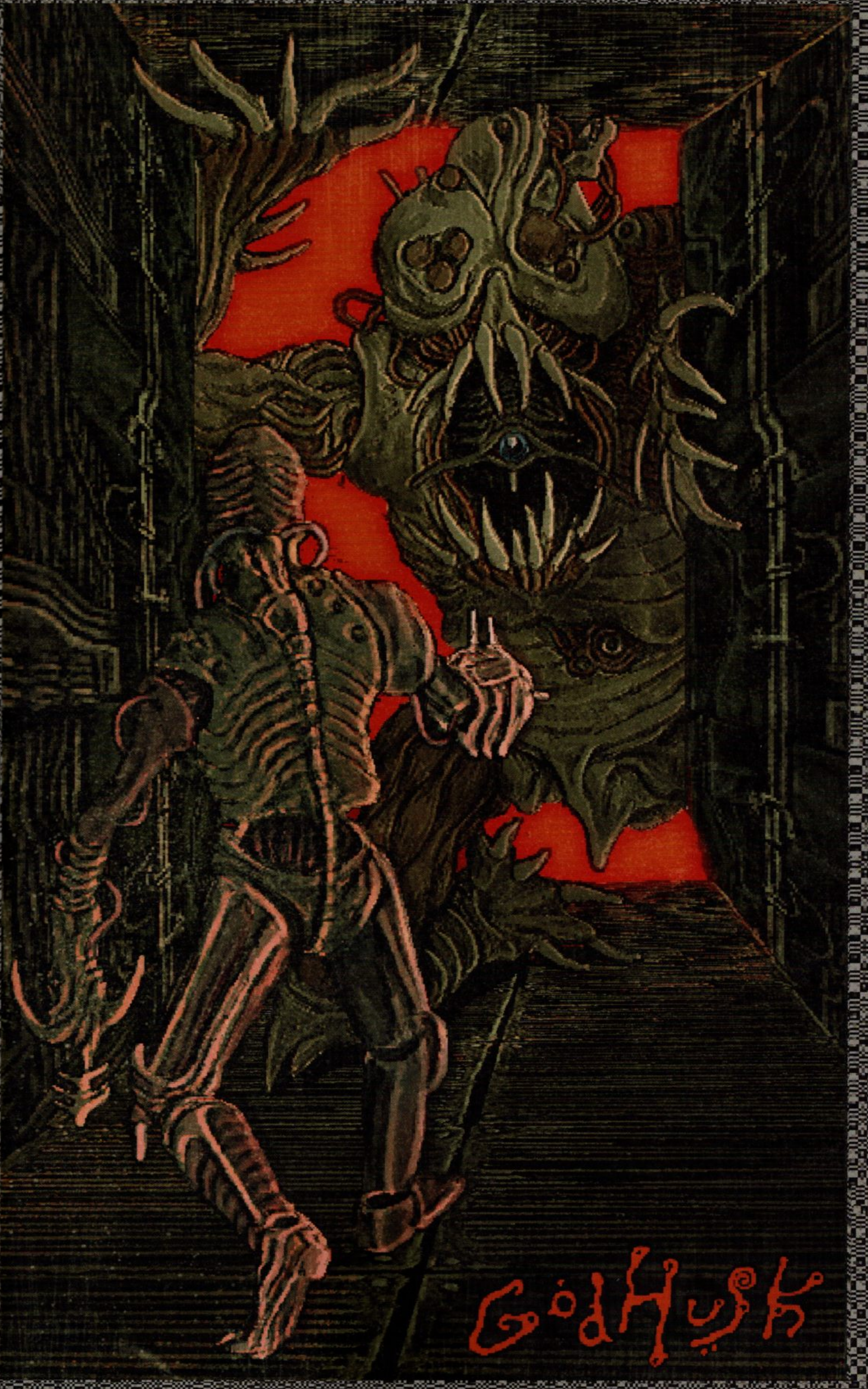
## [PHASE 3]

GYNE expels GYNE'S INFANT [horde] from her thoracic cavity right before collapsing.

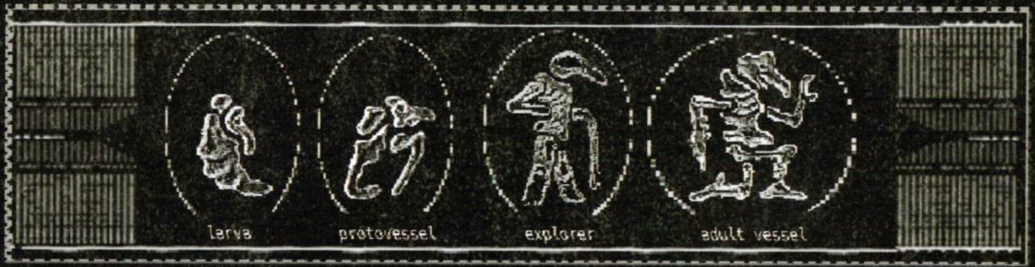


An exit can be found at the bottom of PALACE.




GodHusk

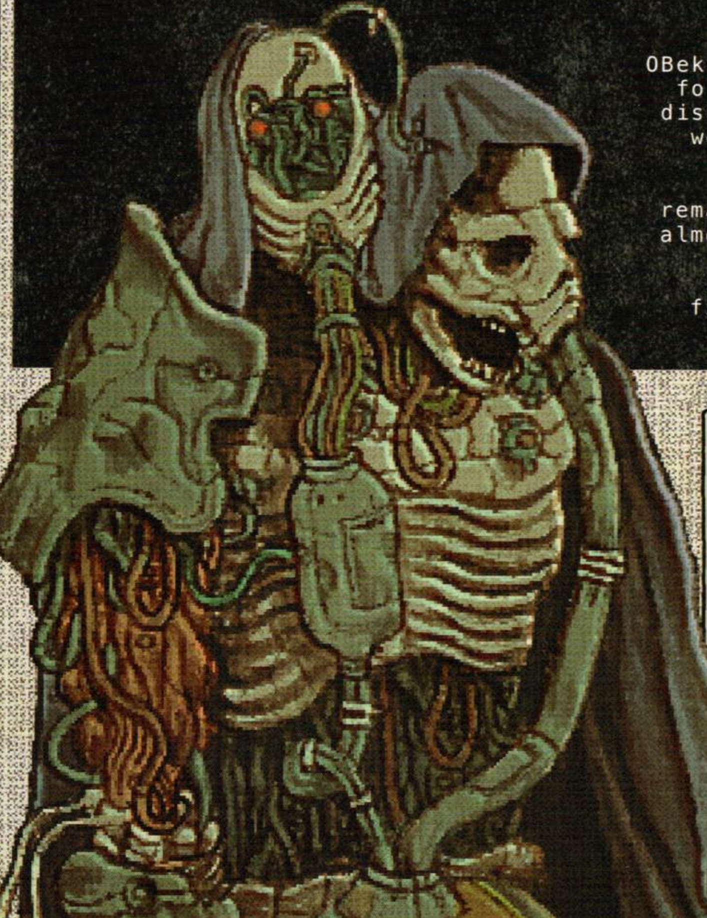
# YOUR MANY LIFE CHOICES



A vessel starts its formation inside a birthing tank. OBek's system is connected to the pod and provides information in the form of amniotic fluid. This process shapes the vessel into a form suited for its primary purpose.

## ONLY THE OLD REMAIN

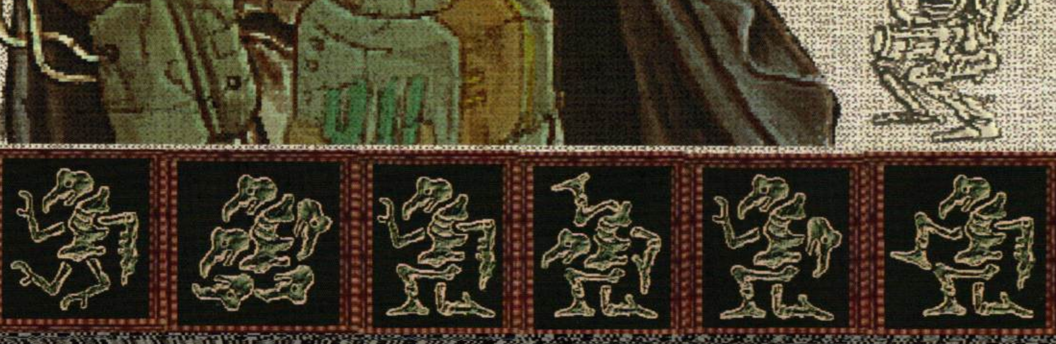
OBek has been inoperative for centuries. Upon its disconnection, the nests were abandoned and the maintenance systems available for the remaining vessels became almost nonexistent. Ever since then, each individual has had to find its own resources and replacements.



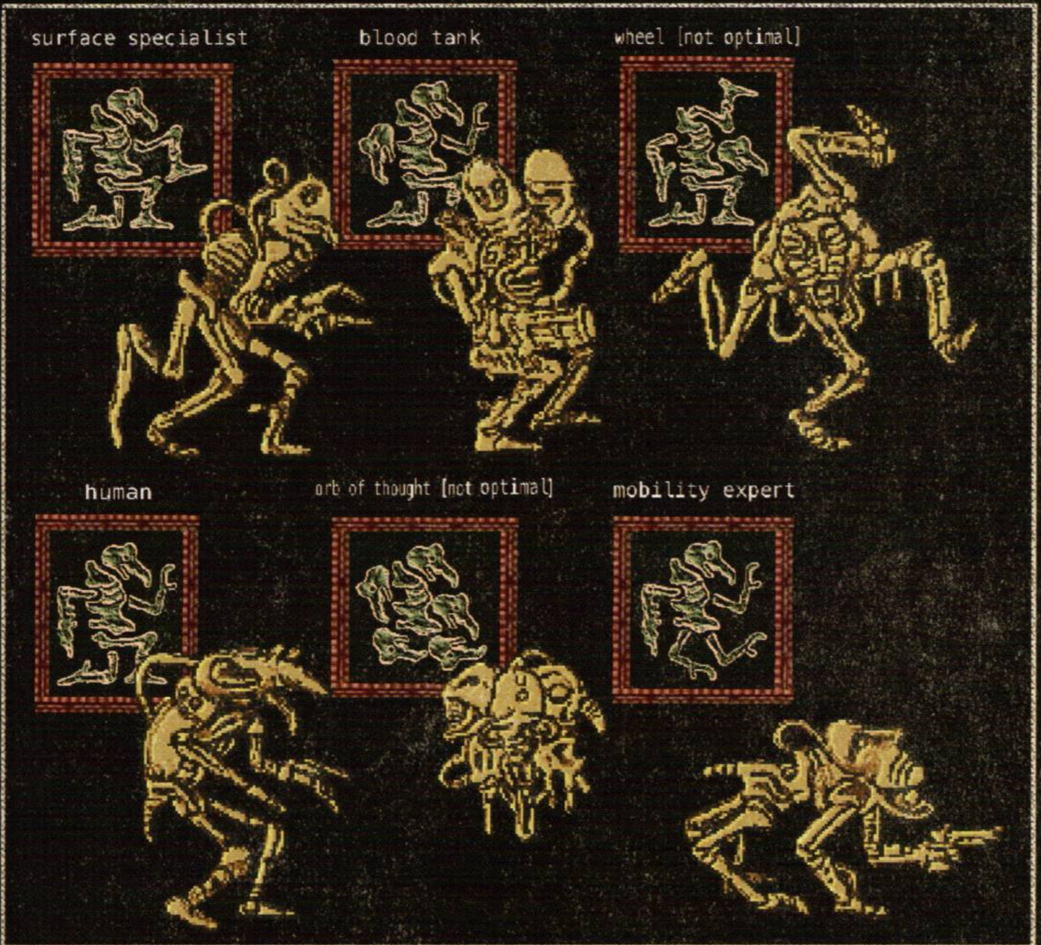
## ROTTING BIOSYSTEMS

A vessel's biosystem is programmed to assimilate and assemble new **pieces** into its body.

Due to natural deterioration and lack of maintenance, biosystems have become less and less sophisticated, often using an excessive amount of wires and sloppy connections.



# YOUR MANY LIFE CHOICES


surface specialist
blood tank
wheel [not optimal]
human
orb of thought [not optimal]
mobility expert

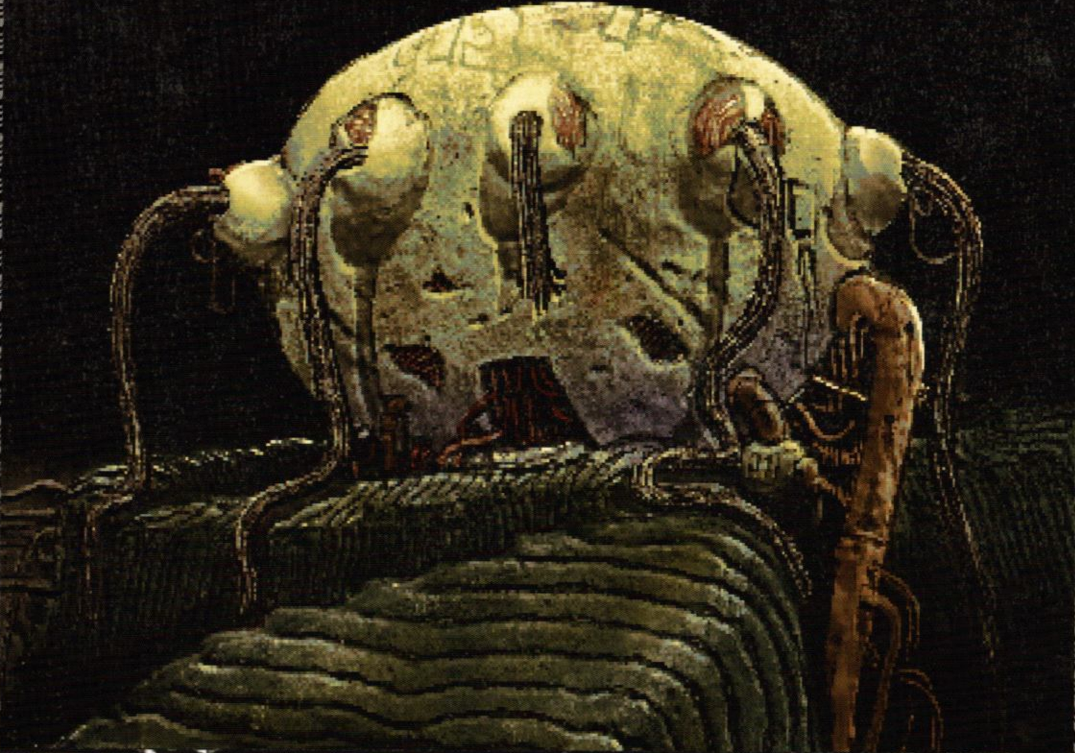
A vessel's biomechanism can be adapted to different types of environments and tasks by changing the **pieces** that form it. This allows vessels to reconfigure their bodies to become more efficient.

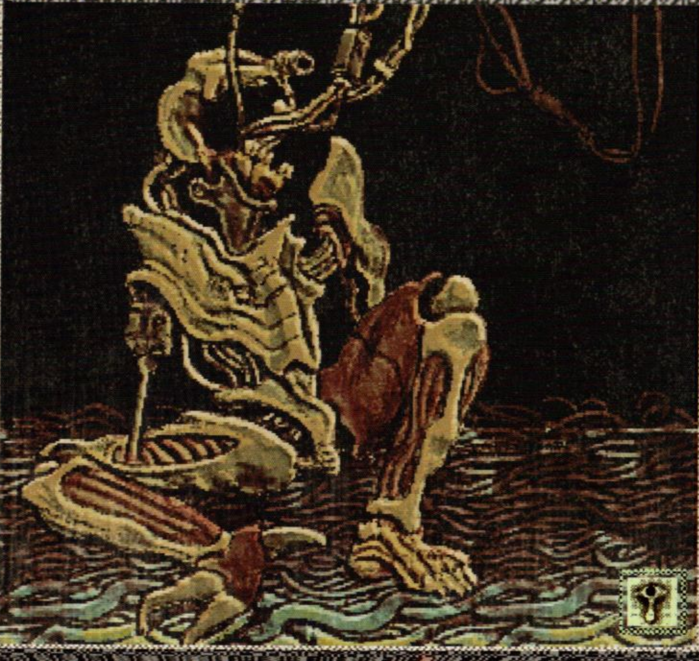
For example; humans are well-balanced and suitable for operating, attacking, and moving; mobility experts are able to quickly traverse long distances; and wheels can move at incredible speeds but have no way of operating or defending themselves.

To survive in this world, a vessel must be able to adapt to and overcome any circumstance [like detaching a **limb** to escape from a grapple, or stealing a deadly **weapon** in order to become stronger].

# [ GHULK ] Home of ORACLE

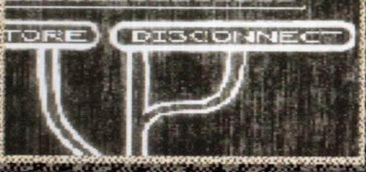
THE HAND can only access GHULK if it is in possession of **mind units.** GHULK was once a functional information-research-and-storage center. Now it is only operated by one vessel that remained in charge despite its deplorable state.

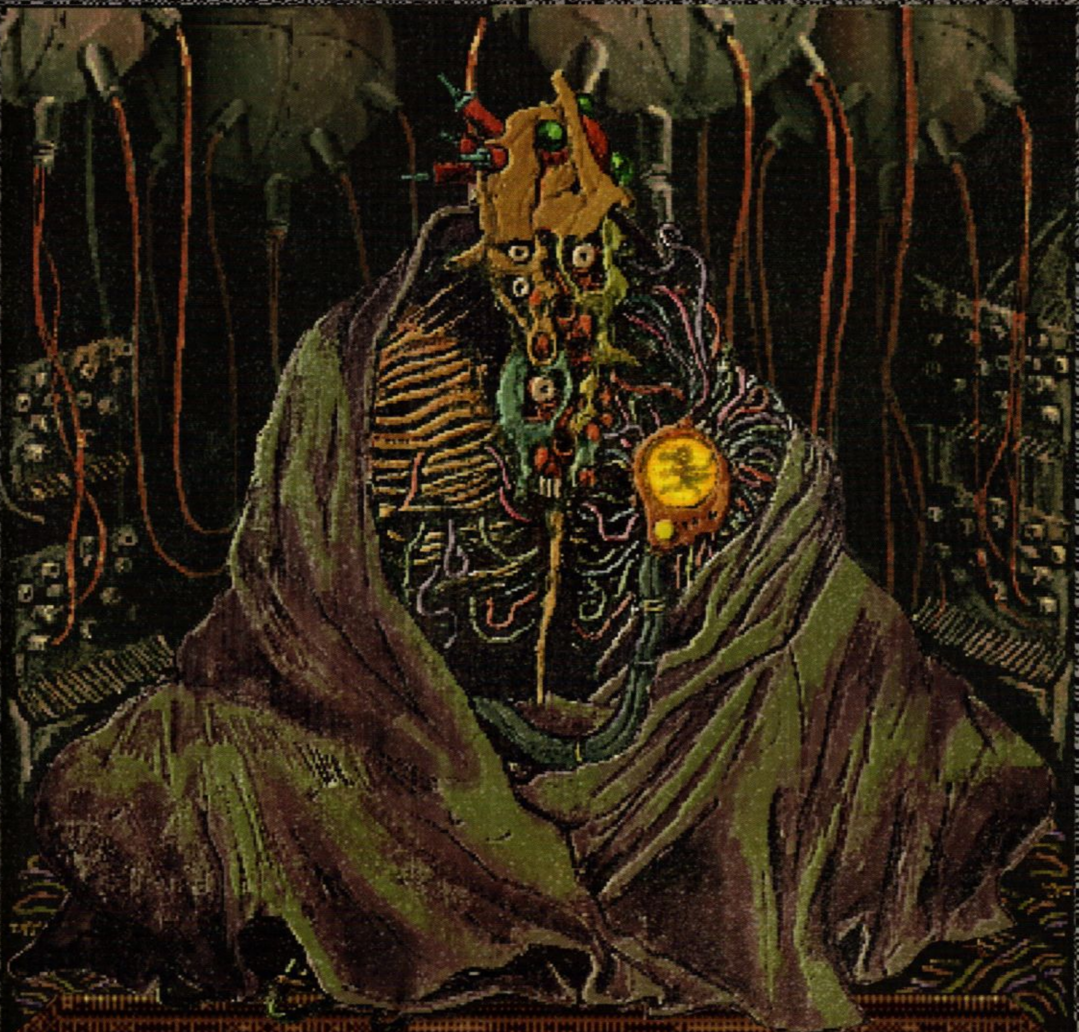




## DISCONNECTION

GHULK's information-management system can be accessed via direct connection. Once plugged into the system, a vessel can choose to disconnect itself from its own body, causing its mind and spirit to abandon this plane of existence. The bodies of many disconnected vessels can be found around GHULK.





# ORACLE

[007] . . . . . . . . . . . .
[019] . . . . . . . . . . . .
[026] . . . . . . . . . . . .

MEM [EMPT] . . . . . . . .
MEM [B] . . . . . . . . . . .

[032] . . . . . . . . . . . .

KEY . . . . . . . . . . . . .

[029] . . . . . . . . . . . .
[023] . . . . . . . . . . . .

BLD BLB . . . . . . . . . .
BLD BLB . . . . . . . . . .
BLD BLB . . . . . . . . . .

[017] [DMGD] . . . . . . . .

INF [A] . . . . . . . . . .

**INF UNIT [A]**

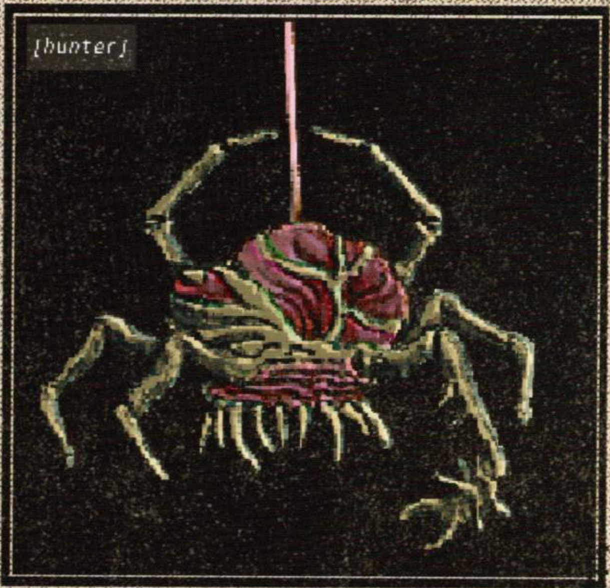
IN THE KINGDOM ABOVE, WRAPPED IN ROBES OF VACUOUS KNOWLEDGE, THE SNAKE HIDES IN PLAIN SIGHT.

# MOGEMA

Horrid crawling pseudovessels capable of moving through walls and ceilings.

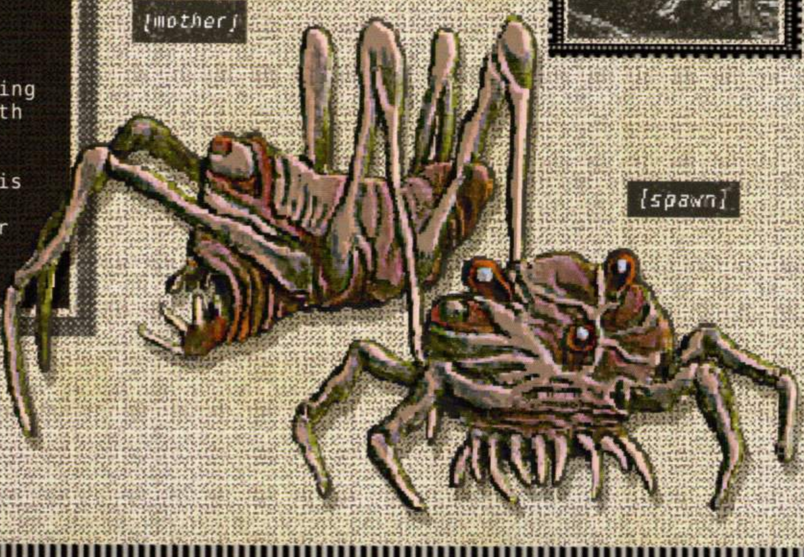
MOGEMA [hunter] always hunts from above in places where visibility is limited. It can be detected by its drooling [a stream of goo drips from its mouth every few seconds].

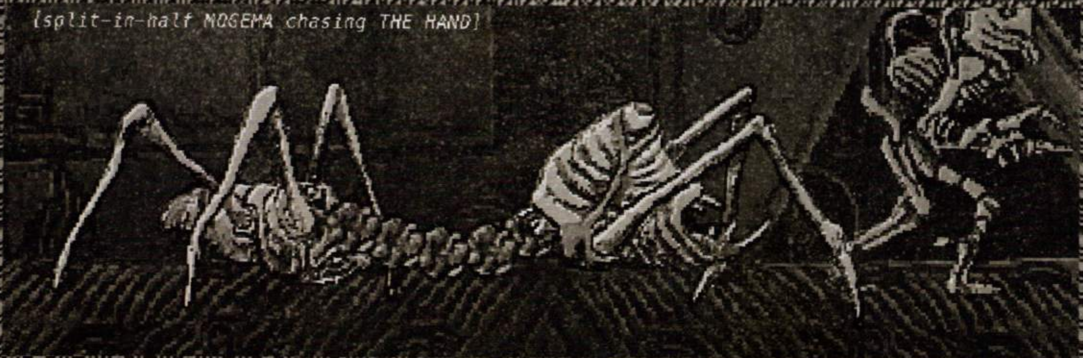
After catching a prey, MOGEMA [hunter] drags it to its nest, from where there is no escape. THE HAND can break free from the clutches of MOGEMA [hunter] by shaking rapidly.

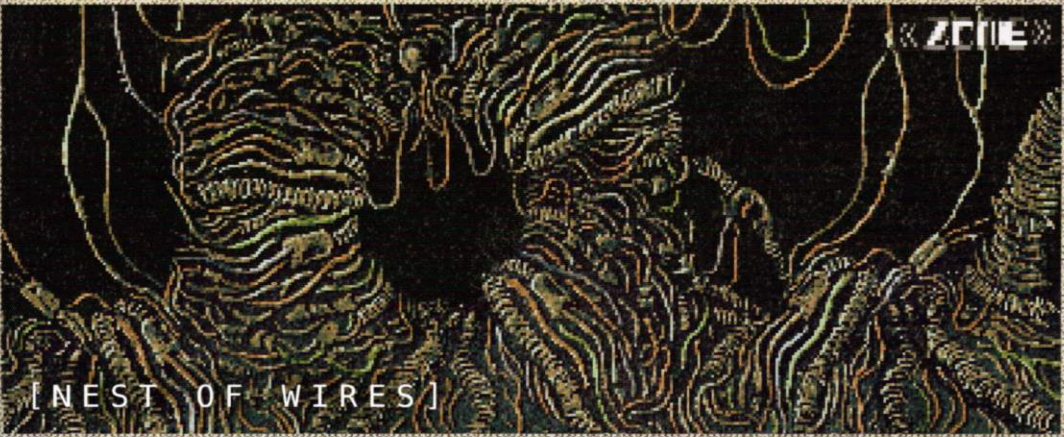


MOGEMA [mother] possesses the strongest bite among its crawling kin and can birth MOGEMA [spawn].

MOGEMA [spawn] is incredibly fast and chases after its prey relentlessly.

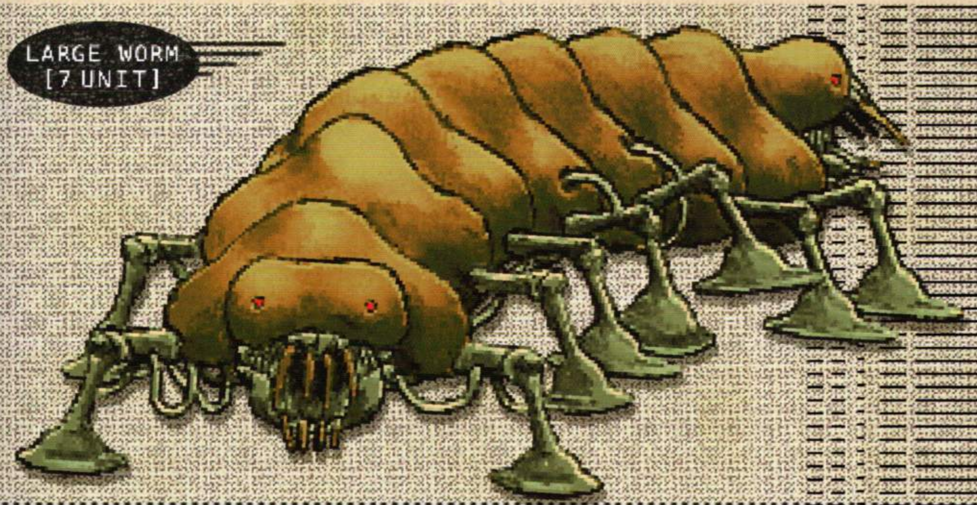



[split-in-half MOGEMA chasing THE HAND]



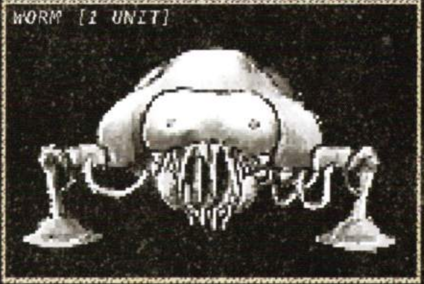
# [NEST OF WIRES]

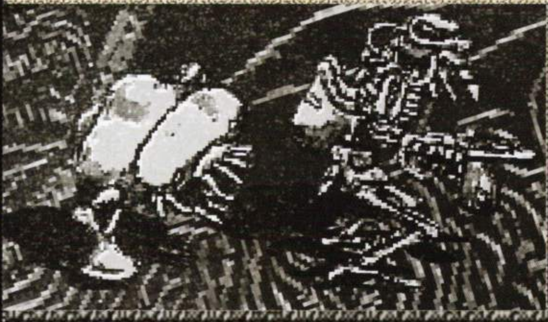
NEST OF WIRES is a large area that expands widely below FOURTH LAYER and can only be traversed through tunnels. NEST OF WIRES is riddled with unauthorized pseudovessel-production plants. The pseudovessels that operate these facilities focus their activities on mass production, resource management, and protection.

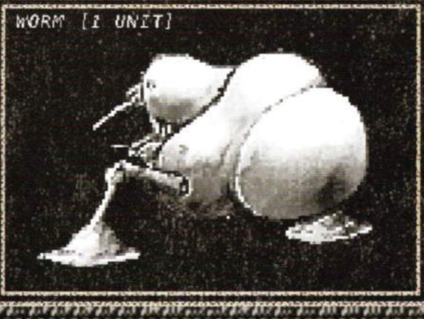


The most common vessel forms found throughout NEST OF WIRES. Their biology allows them to join their bodies together or split from each other at will. Each unit has its own **blood bulb**, but a precise strike can trigger a chain reaction that destroys the entire group simultaneously.

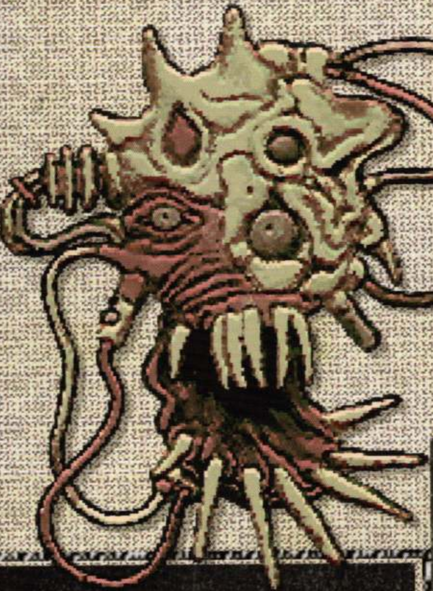
WORM can be found alone or in groups of 2 to 30 units.







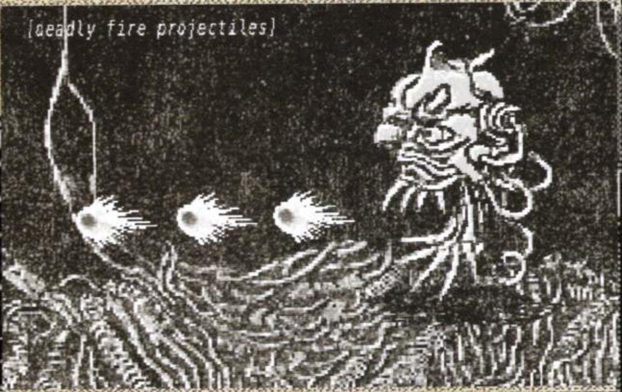
# SEGGER FLY



Extremely hostile vessels.

SEGGER FLY patrols segments that lead to production plants or birthing tanks. If SEGGER FLY detects a trespasser in an unauthorized area, it will alert nearby hostile pseudovessels and proceed to destroy the intruder.

SEGGER FLY can be stunned if it is struck by surprise.



[deadly fire projectiles]

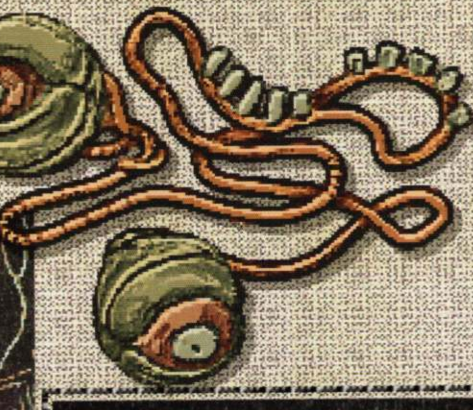
SEGGER FLY shoots deadly fire projectiles.

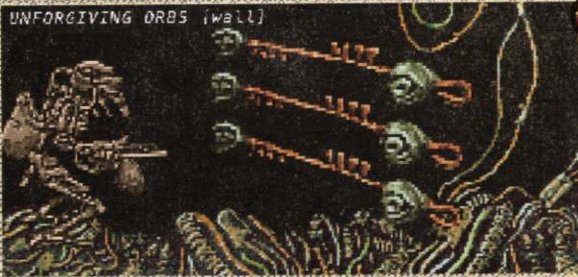
SEGGER FLY can destroy **limbs** and **weapons** with a single bite if THE HAND gets too close.

# UNFORGIVING ORBS

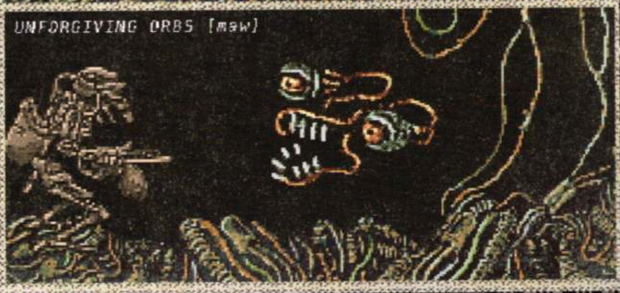
Despicable vessels of high coordination.

UNFORGIVING ORBS can emerge out of nowhere in NEST OF WIRES and its vicinity.





UNFORGIVING ORBS [wall]

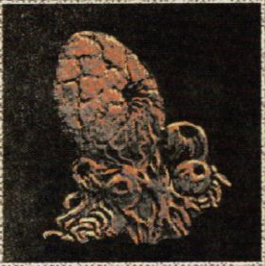


UNFORGIVING ORBS [maw]

UNFORGIVING ORBS has two main formations.

Wall: UNFORGIVING ORBS can form a wall of two to four of its kind. These walls are harmful and impenetrable.

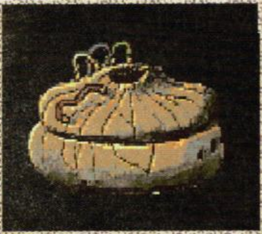
Maw: UNFORGIVING ORBS morphs into a hideous face and becomes incredibly violent when encountered alone.



## EGG CHEST

Living containers only found on OUTER CRUST.

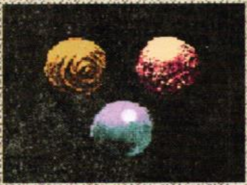
Some egg chests hold important items [such as **weapons**, **limbs**, and **mind units**].



## TIME CAPSULE

Ancient chests found throughout the world.

Unopened time capsules contain items from the past.

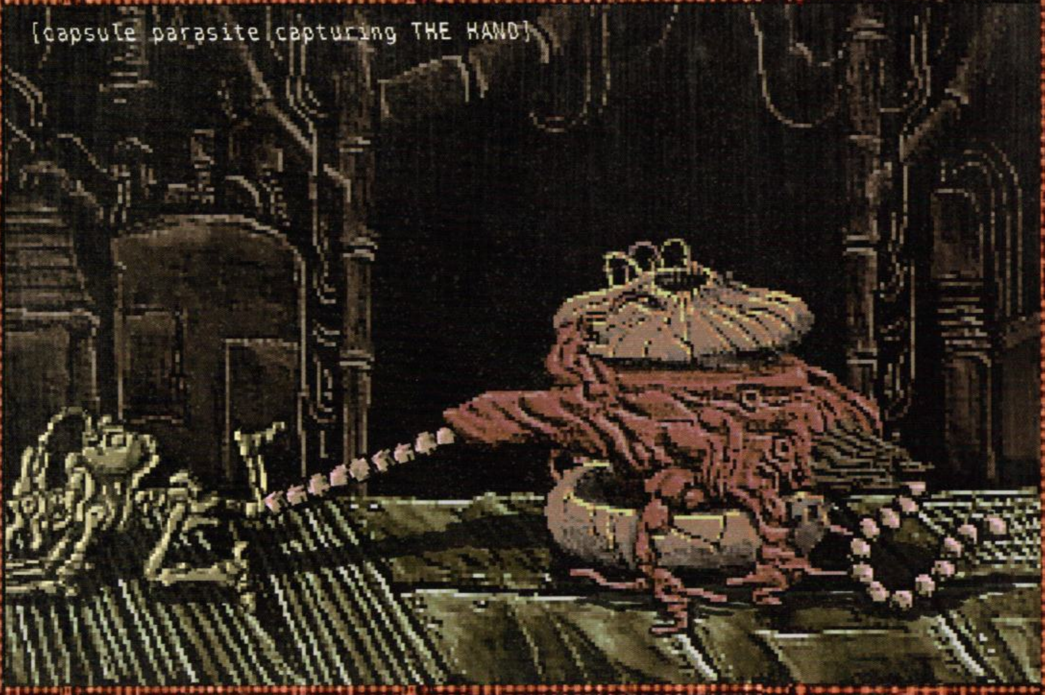


## KEY

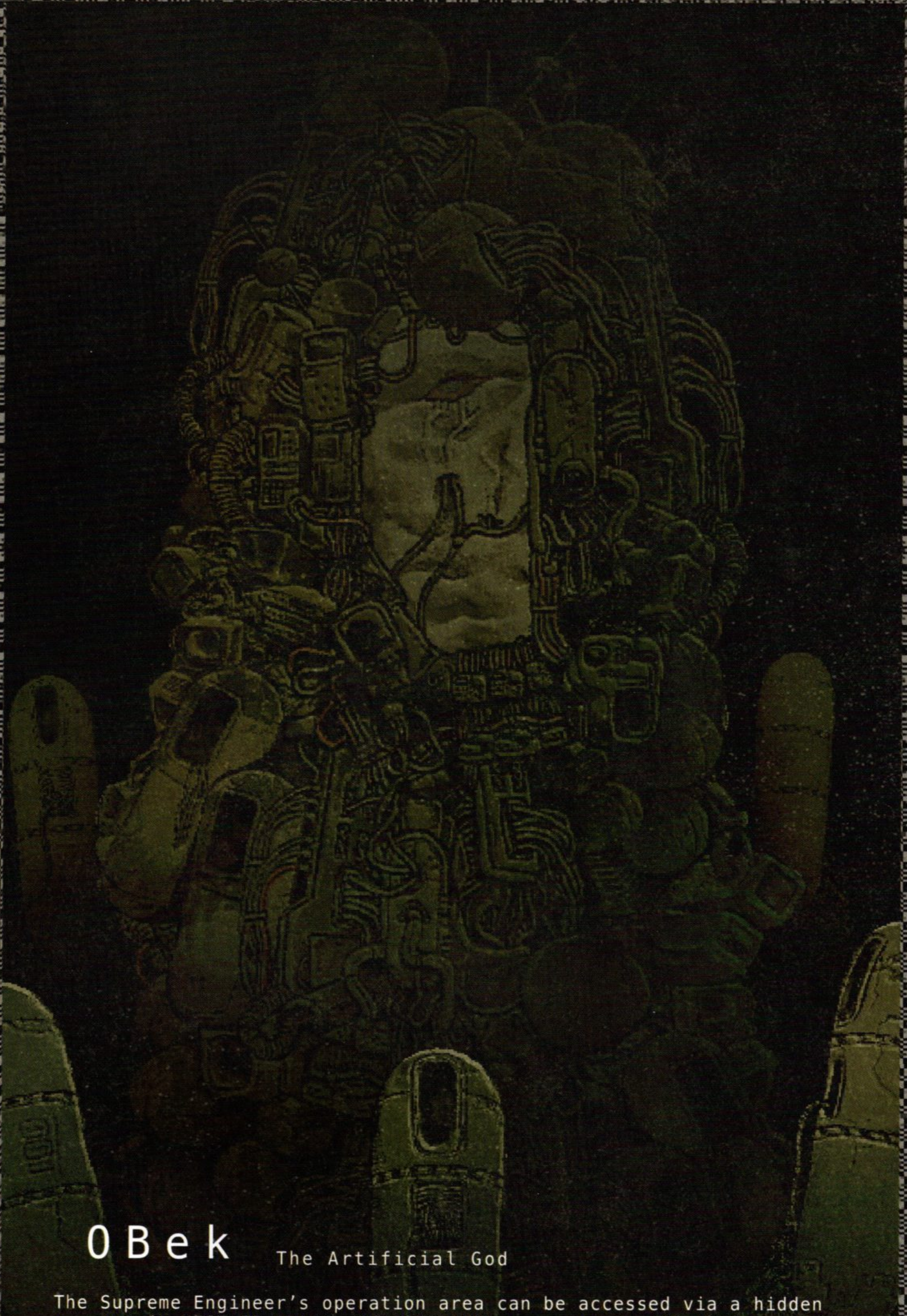
Small spheres made of different materials.

They are used to open regular doors and time capsules.

Some time capsules are the hiding spot of predatory pseudovessels that patiently wait for an unsuspecting victim to open them. These creatures can be forced out by shooting their capsules repeatedly until they overheat. **Keys** used on infested capsules are not lost.



[capsule parasite capturing THE HAND]



# OBek

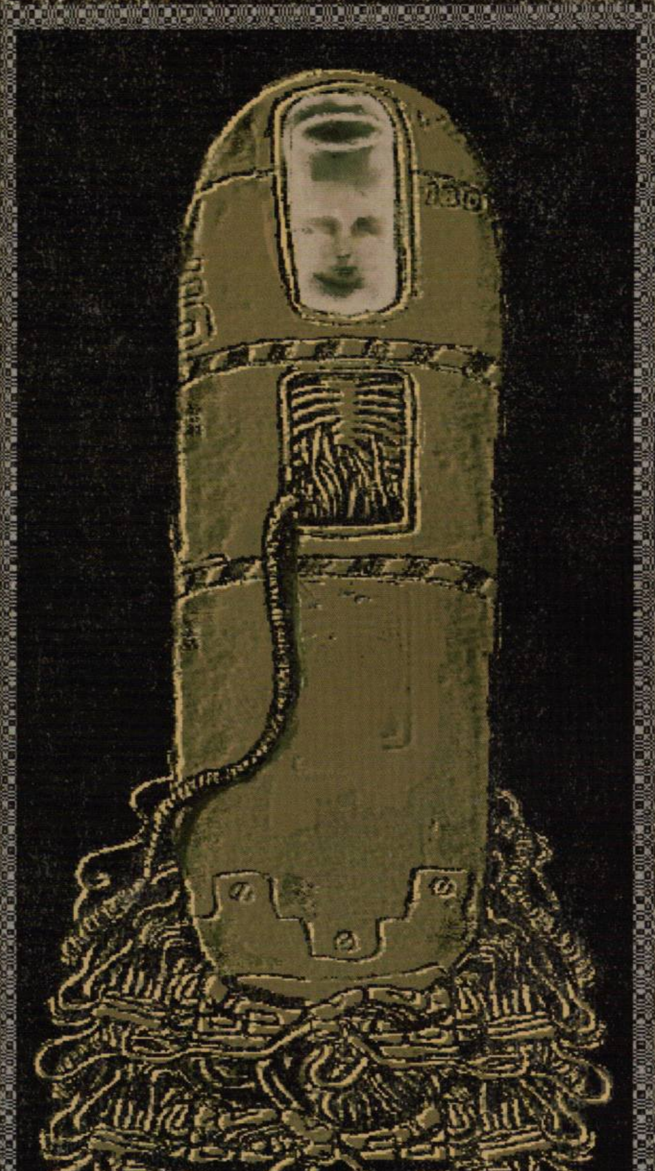
The Artificial God

The Supreme Engineer's operation area can be accessed via a hidden passage in NEST OF WIRES. If THE HAND is equipped with **[Ap228]**, **[H113]**, **[A201]**, **[M411]**, and **[S466]**, one of the pods surrounding OBek will open, allowing THE HAND to enter. This will mark the end of the journey [HUSK]. Consuming the **red communion** before entering the pod will alter THE HAND's fate [MARTYR].

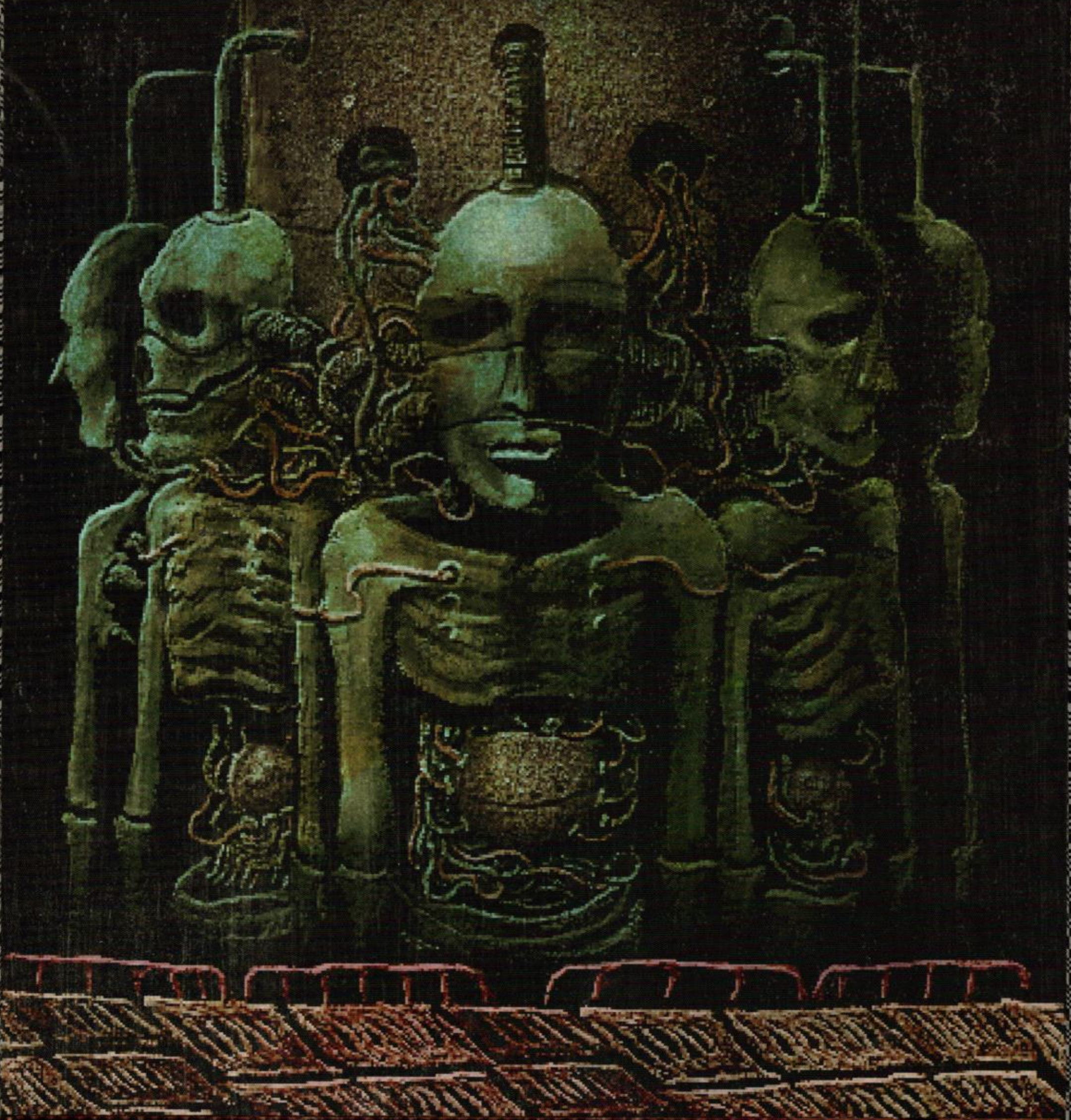
OBek was powered by seven beings capable of supplying infinite energy. They were known as Angels.

When the second Angel suddenly vanished, OBek's influence faded away and the world began to fall apart.

The world has long remained in a state of stagnation. The vessels were not able to find a solution and eventually lost their minds in an endless hunt for the guilty.



# [PILLAR OF MERCY]

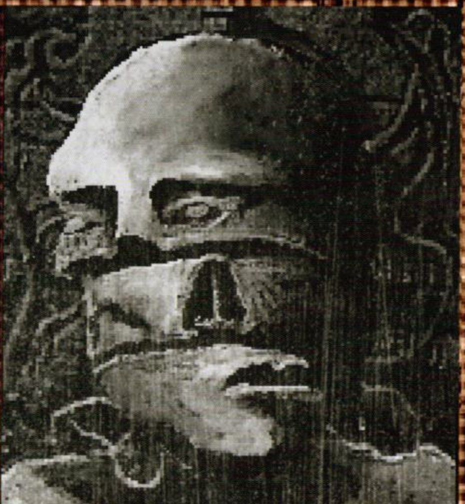


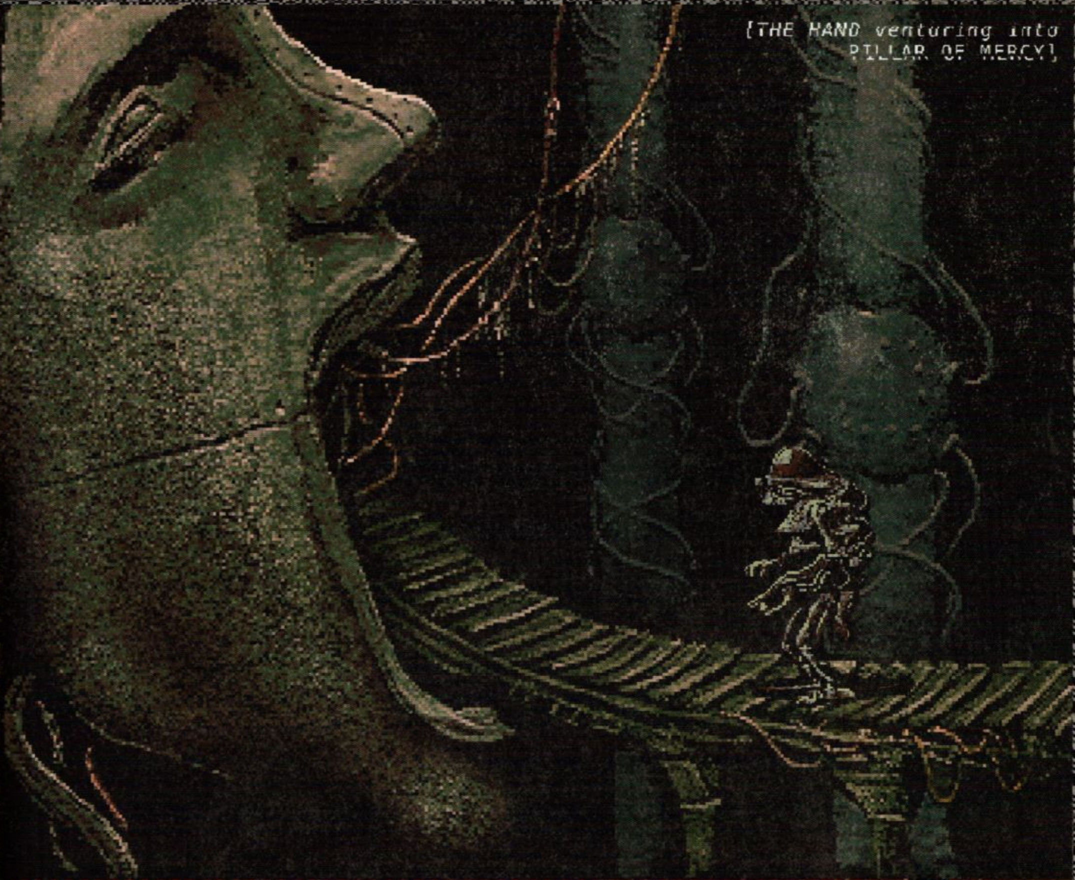
A colossal memorial hidden behind a locked passageway in NEST OF WIRES' DEPTHS.

At the end of a gangway, a control panel can be found. THE HAND can activate it with a special **key**.

Using the control panel, the pillar's segments can be rotated, switching the facial features of its statues.

Assembling the correct visage [found at HIDEOUT] opens a passage into the megastructure.

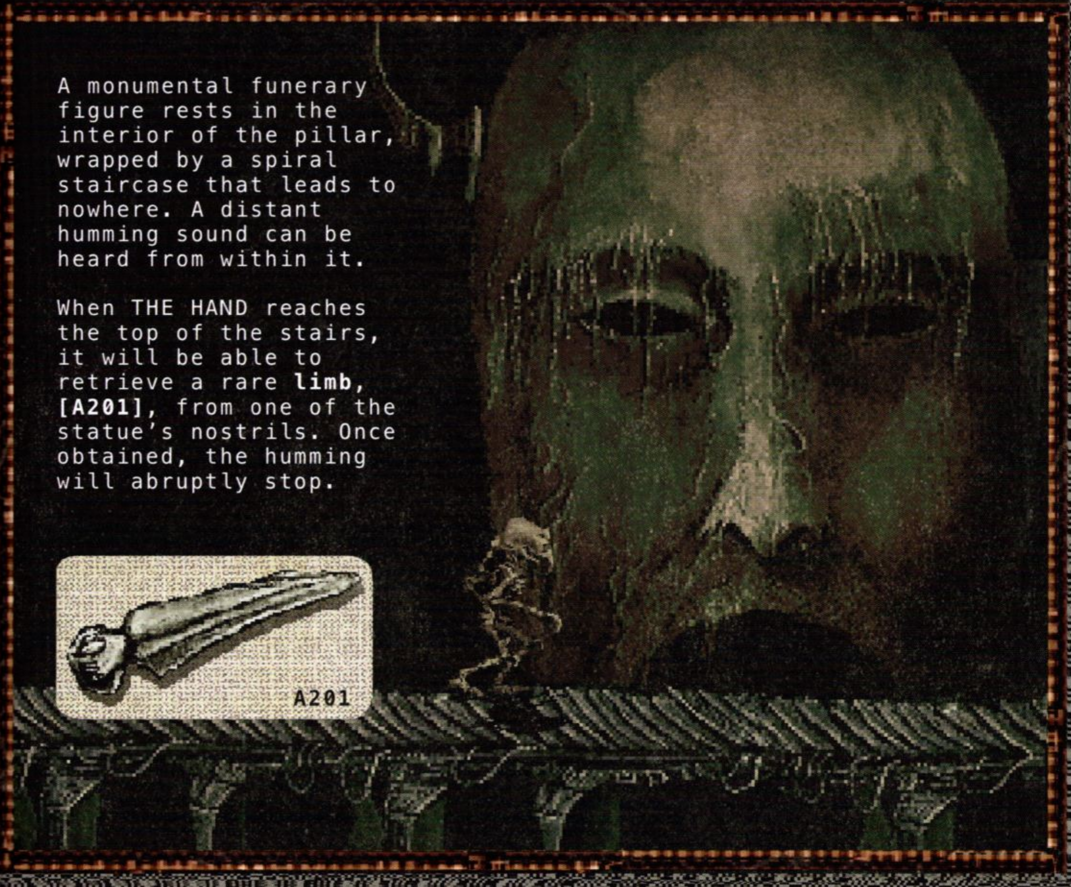




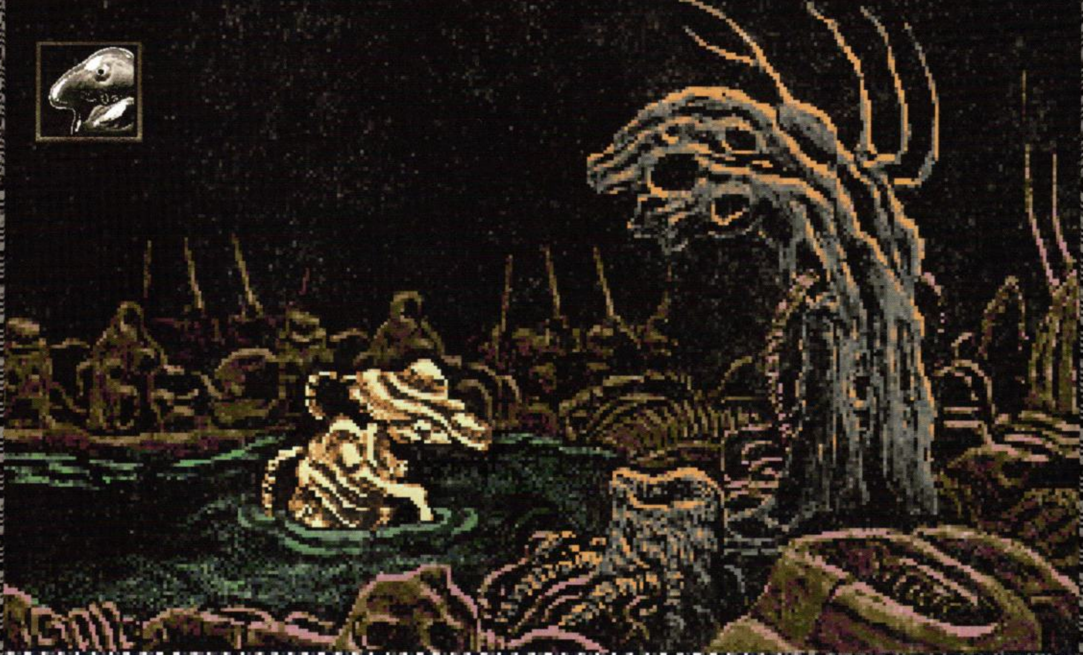
[THE HAND venturing into PILLAR OF MERCY]

A monumental funerary figure rests in the interior of the pillar, wrapped by a spiral staircase that leads to nowhere. A distant humming sound can be heard from within it.

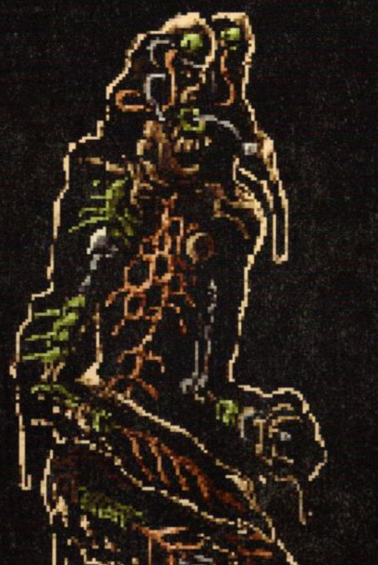
When THE HAND reaches the top of the stairs, it will be able to retrieve a rare **limb, [A201]**, from one of the statue's nostrils. Once obtained, the humming will abruptly stop.



# [ACRYLIC POOL]



[ CLEAR VESSEL ]



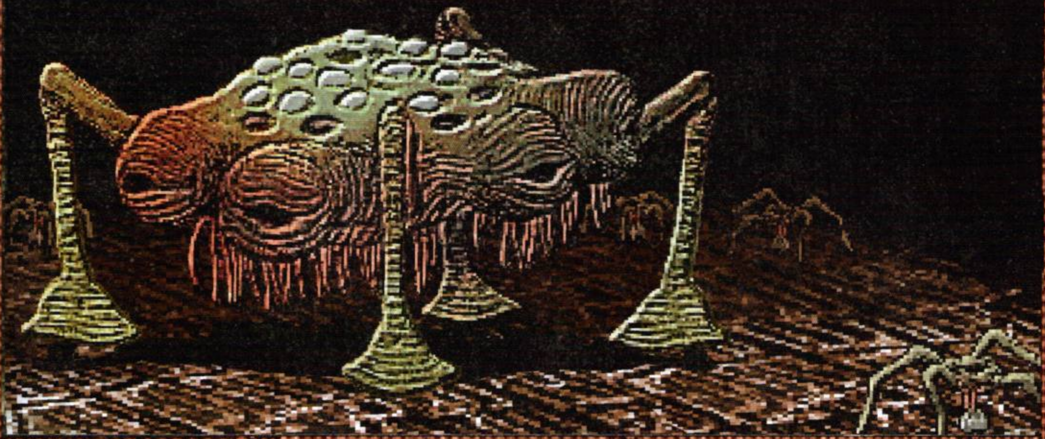
An accumulation of chemical and synthetic waste gave birth to this large body of liquid.

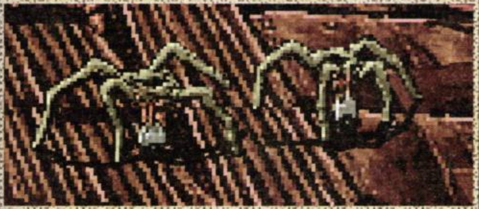
ANCESTOR is a living structure located at the shore of ACRYLIC POOL. If an item is dropped inside the hole in front of ANCESTOR, a gush of resin will shower THE HAND. This coat of resin grants total immunity until it is destroyed [4 hits]. The coat breaks if a **piece** is removed or changed.

If THE HAND removes all of its **pieces** before the resin shower, the resin will form a new body around it, the **clear vessel**. The **clear vessel** is immune to all harmful substances, but the life system of THE HAND becomes compromised while wearing it [1 hit].

# LOVE BUG

A meek motherly creature of high fertility.





LOVE CHILD: a small undeveloped form of LOVE BUG.

LOVE CHILD is hostile and very energetic.

LOVE BUG is constantly giving birth. If one of LOVE BUG's children is destroyed, another one will emerge from her back.

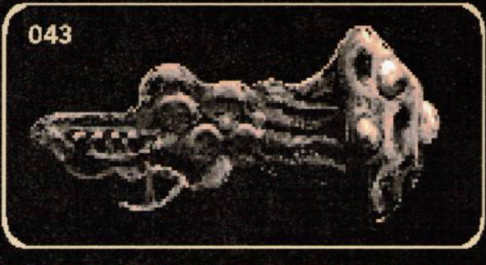
LOVE BUG will run away from THE HAND if her offspring are killed near her [children can be squashed by stepping on them].

LOVE BUG has affection for every one of her children.

## LOVE BLASTER

LOVE BUG has a small chance of dropping **love blaster [043]** when killed.

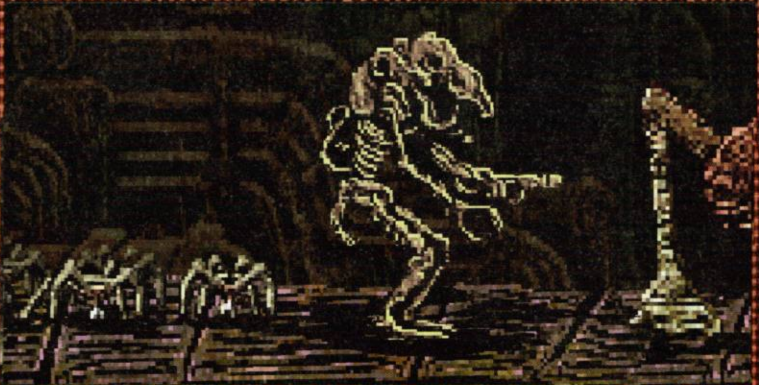
**Love blaster** shoots 1 to 4 LOVE CHILD projectiles. LOVE CHILD tracks the targeted enemy and immolates against it.



LOVE BUG [non-hostile] can be found hidden in NEST OF WIRES.

This specimen does not run away from THE HAND.

Its children form a line behind THE HAND, following it wherever it goes until they are harmed.

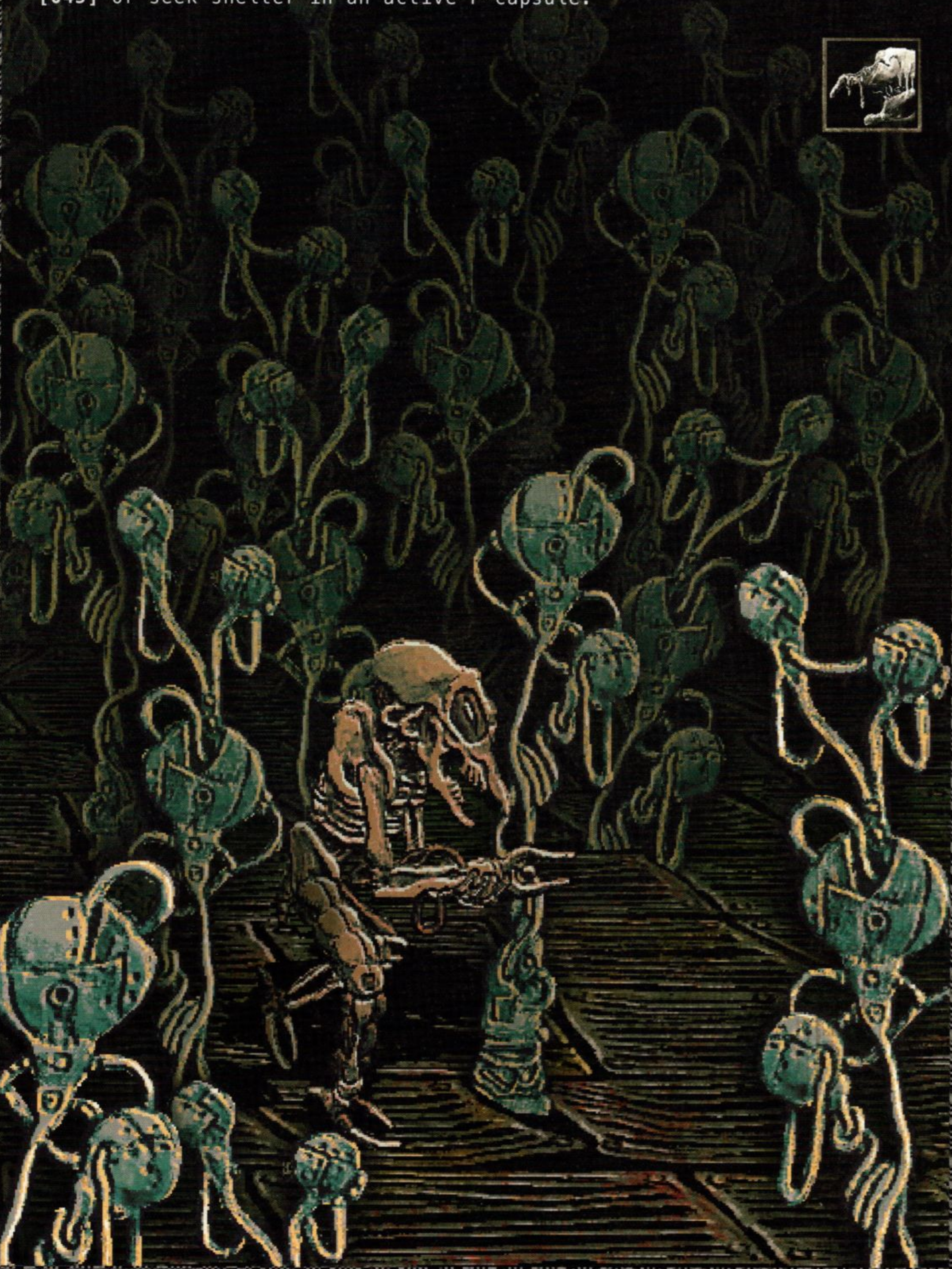


# [HEMOTYL MEADOWS]

Land of Chemical Abrasion

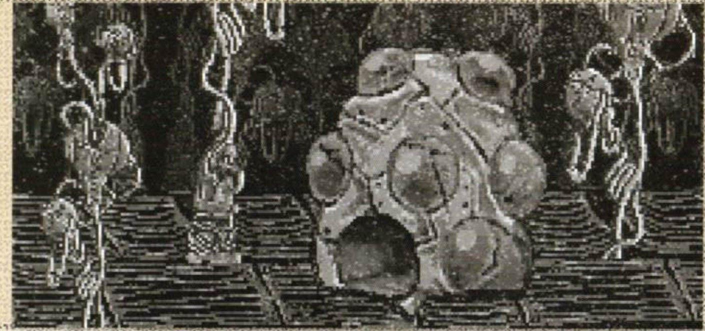
HEMOTYL MEADOWS can be accessed from GHULK'S DEPTHS or NEST OF WIRES. This area has corrosive fumes that can melt THE HAND's exoskeleton in a matter of seconds. Hemotyl emitters can't be destroyed.

To prevent long exposure to corrosive fumes, THE HAND must be equipped with the special **pieces [041]**, **[042]**, **[043]**, **[044]**, and **[045]** or seek shelter in an active P-capsule.



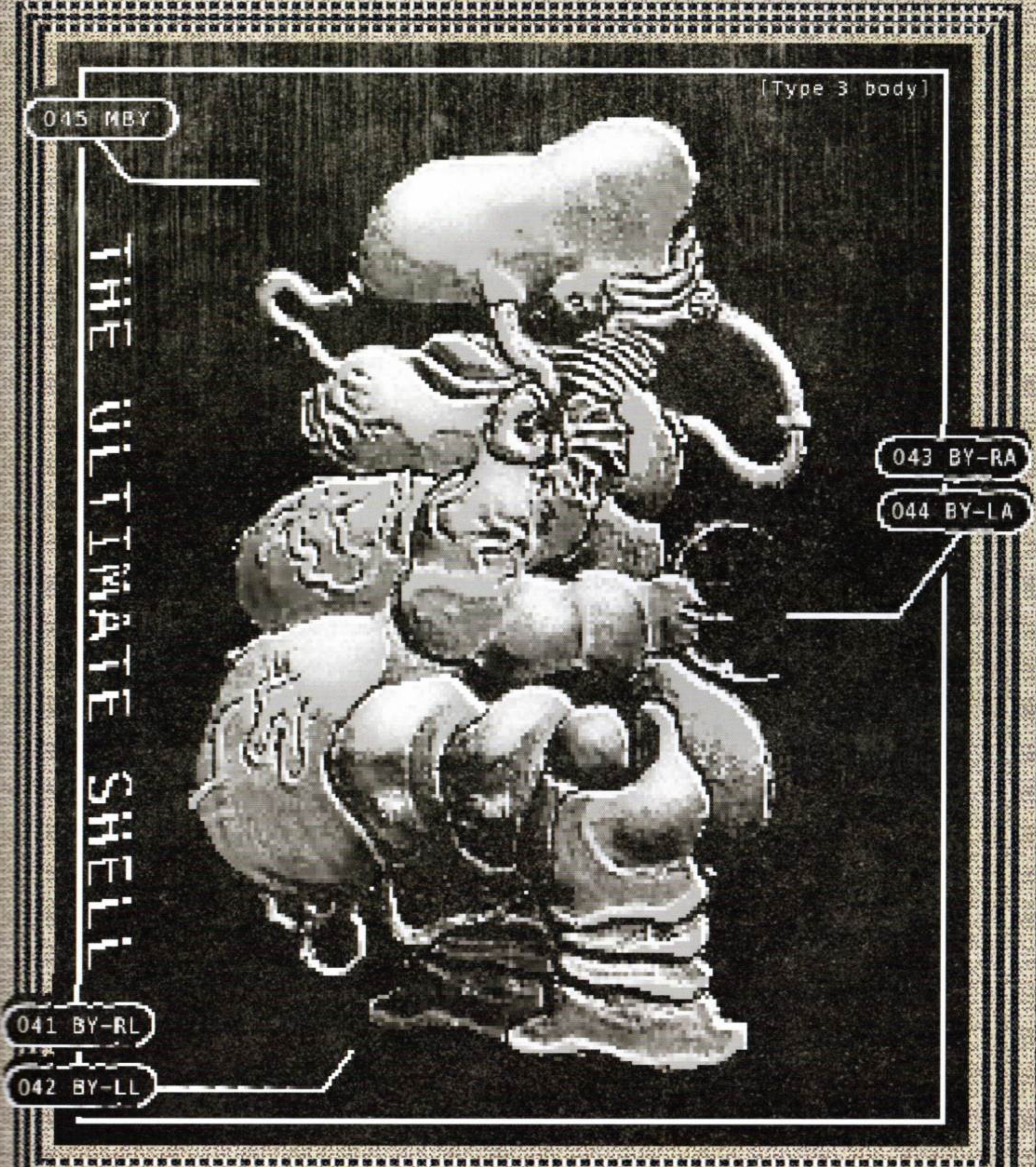
### ACQUIRE MBYO SHELL

All the **pieces** of the **MBYO shell** can be bought from ORACLE at GHULK. The **MBYO shell**'s protective effect is only applied while all its **pieces** are equipped. It can be used to enter into previously inaccessible areas.

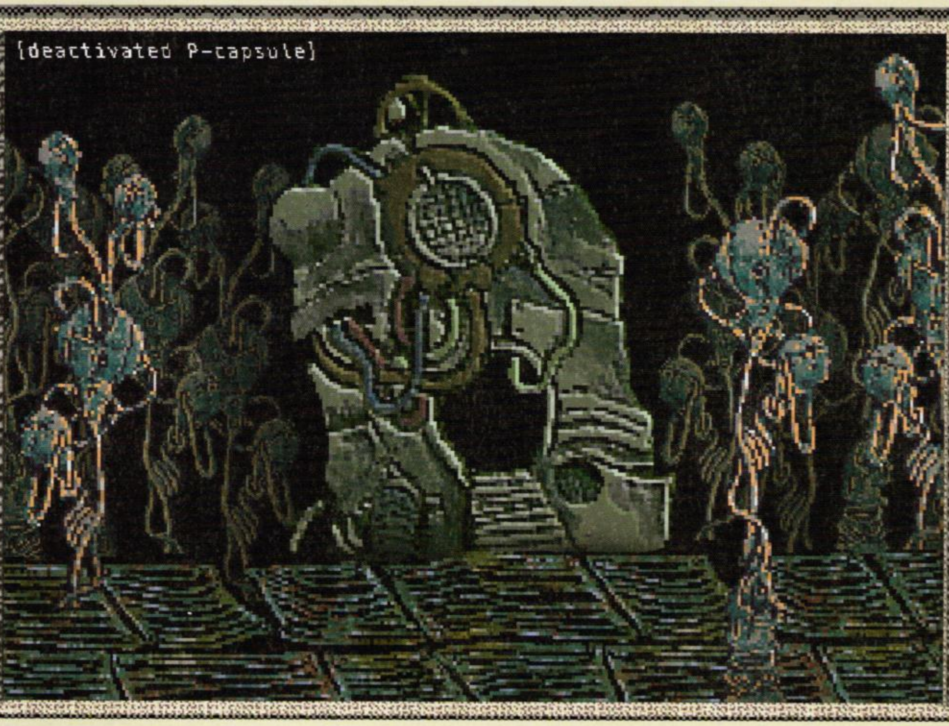


## MBYO SHELL

A voluminous body formed by 5 **pieces**. The **MBYO shell** has the lowest mobility of all wearable bodies due to its weight. This shell is immune to all kinds of chemical damage.

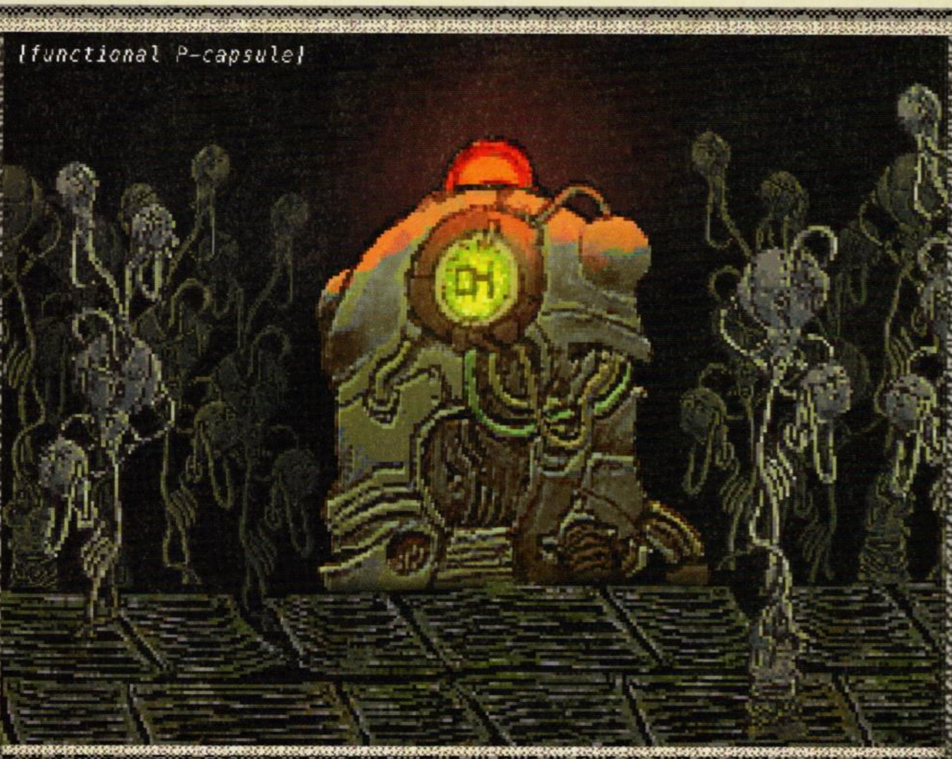

[Type 3 body]
045 MBY
THE ULTIMATE SHELL
043 BY-RA
044 BY-LA
041 BY-RL
042 BY-LL

P-capsules were designed to clean and repair vessels that performed maintenance on the hemotyl emitters. These vessels were also in charge of the alveoli [synthetic machines that transformed hemotyl into oxygen]. Most of the capsules are now out of order.



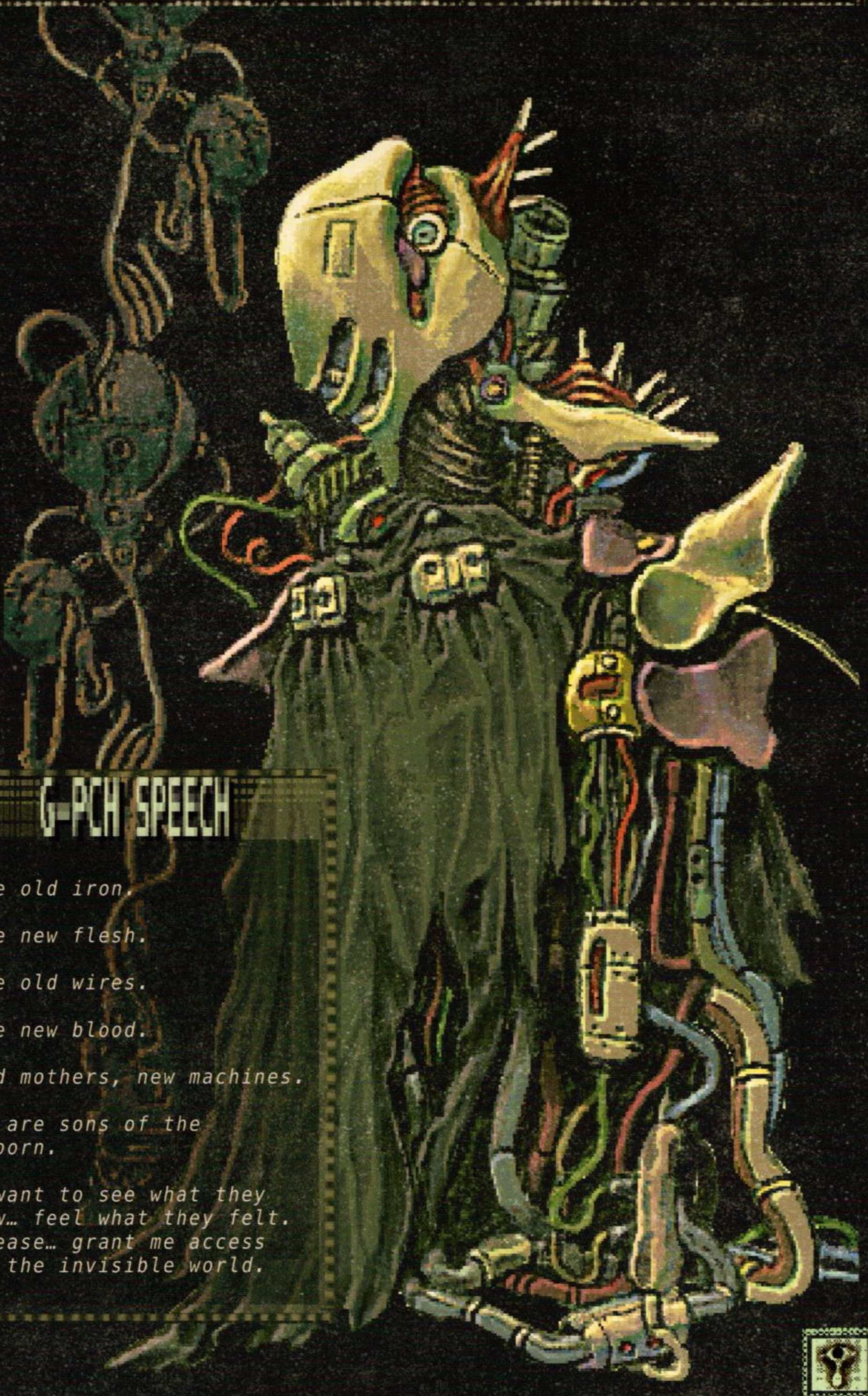
[deactivated P-capsule]

Functional P-capsules scan nearby vessels in search of chemical damage. Once a vessel steps inside, the capsule seals up and the repairing process starts. The vessel will be heated and then showered in amniotic fluid containing its original data to repair any external damage.



[functional P-capsule]

A vessel can be found inside one of the functional P-capsules, G-PCH [clergy machine], a modified vessel with a peculiar ambition. G-PCH can reveal a secret location, HIDEOUT, to THE HAND in exchange for a **piece, [015].**



## G-PCH SPEECH

*The old iron.*

*The new flesh.*

*The old wires.*

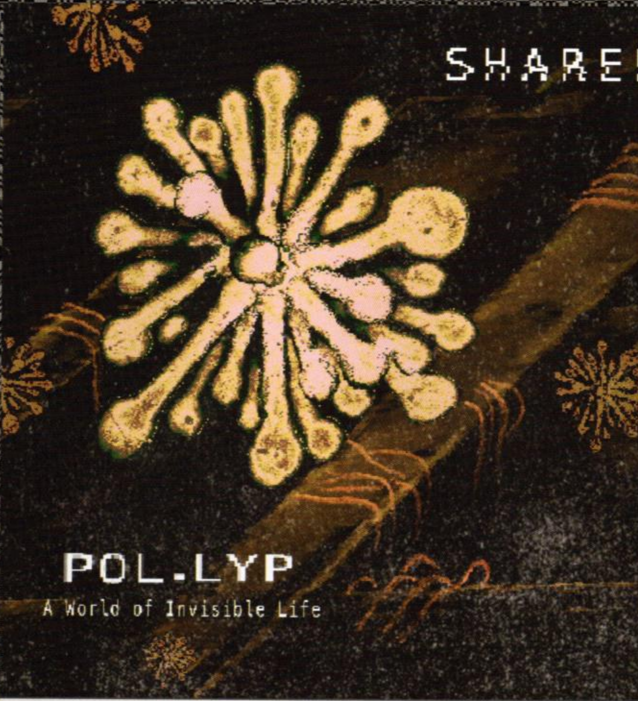
*The new blood.*

*Old mothers, new machines.*

*We are sons of the unborn.*

*I want to see what they saw… feel what they felt. Please… grant me access to the invisible world.*

# SHARED ECOSYSTEM


POL.LYP
A World of Invisible Life

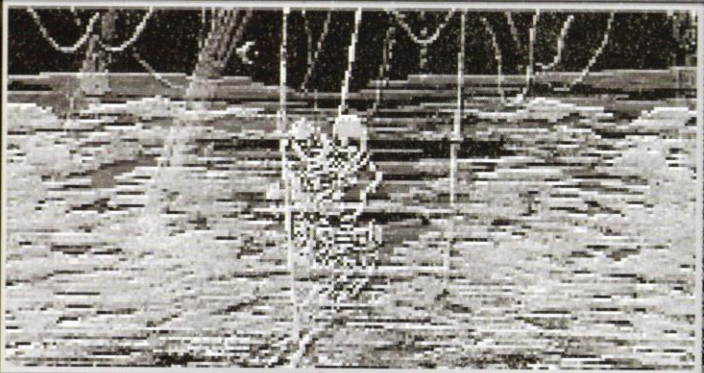
Long ago, the oxygen that made the world habitable was being slowly infested with POL.LYP, a unicellular spore-like organism.

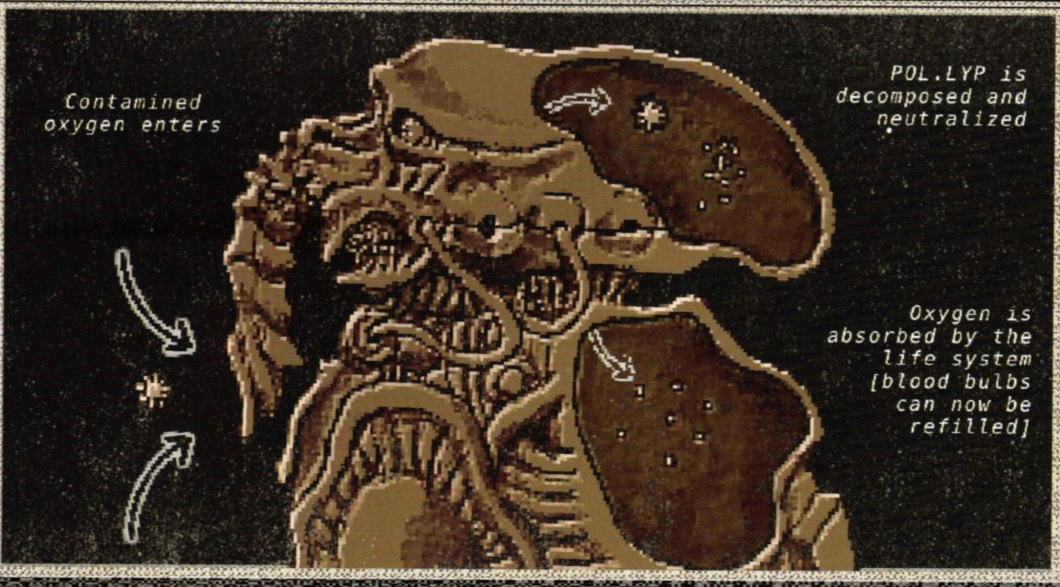
These particles germinated on contact, creating thin bronze strings that solidified instantly [the result of a frustrated fertilization].

Vessels developed a new respiratory system able to safely breathe air polluted with POL.LYP. All the vessels that used the outdated system eventually collapsed.

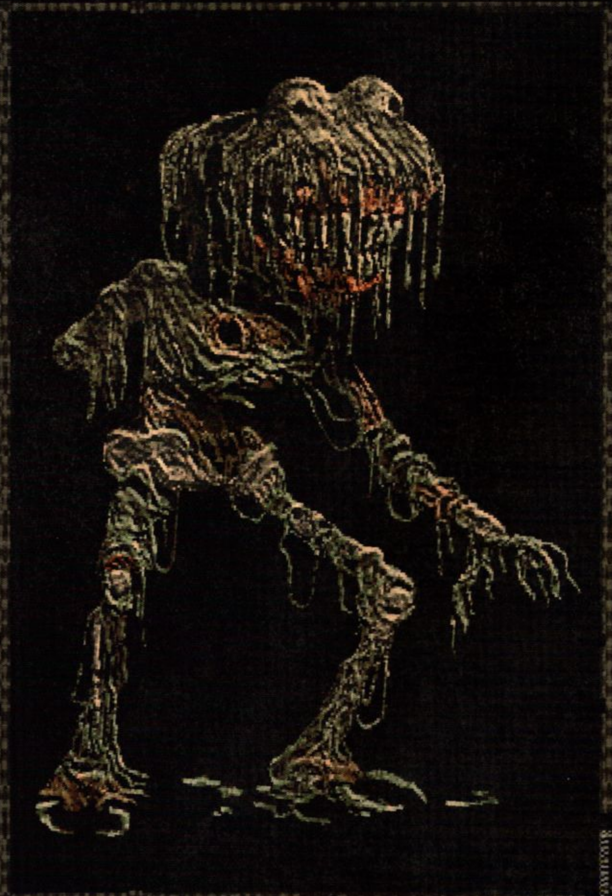
A high density of POL.LYP in the air can result in a thick fog that reduces visibility drastically.

Some pseudovessels take advantage of this fog to set up ambushes, so these areas must be traversed with caution.




Contamined oxygen enters
POL.LYP is decomposed and neutralized
Oxygen is absorbed by the life system [blood bulbs can now be refilled]

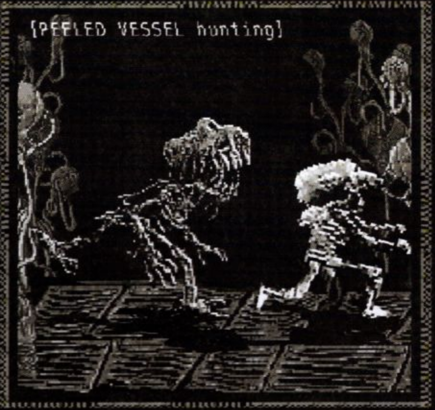
# PEELED VESSEL



Highly damaged vessels that have survived the exposure to the corrosive fumes. They have made the meadows their hunting grounds.

The corrosion has melded their biomechanisms, life systems, and mind cells into a single purulent mass.

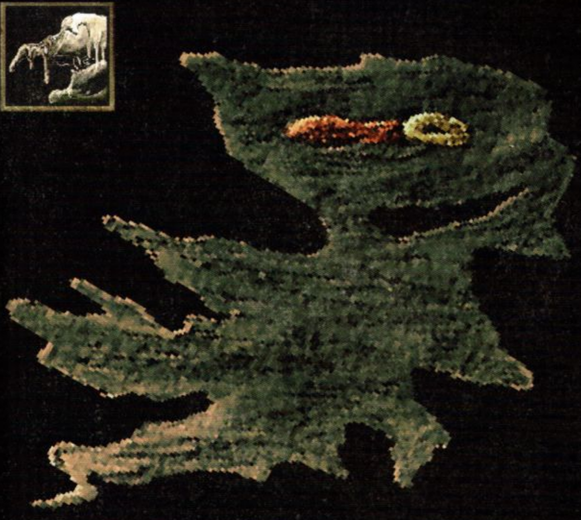
PEELED VESSEL has incredibly high energy and an insatiable hunger for **bile**, even though it does not have any effect on its system anymore.



[PEELED VESSEL hunting]

# LIVING FUME

Dense clouds of hemotyl that move with a will of their own. They can be dispersed by shooting at them repeatedly.



LIVING FUME is one of the many anomalies created by the mix of hemotyl and POL.LYP.

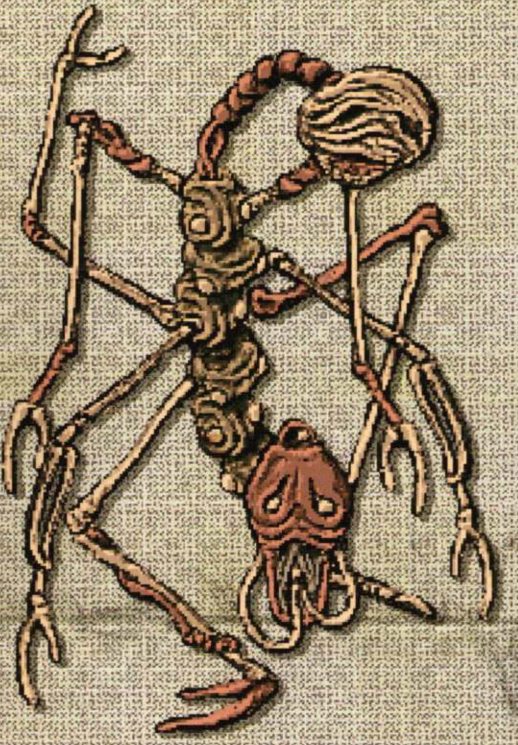
The hemotyl emitters were designed by OBek to fight POL.LYP contamination. The corrosive fumes drastically reduced the amount of spores in the air for a long time, but when OBek shut down, the fumes quickly spread out of control.

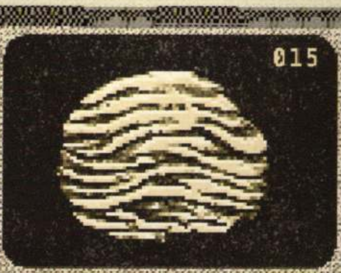
# CHIMERA

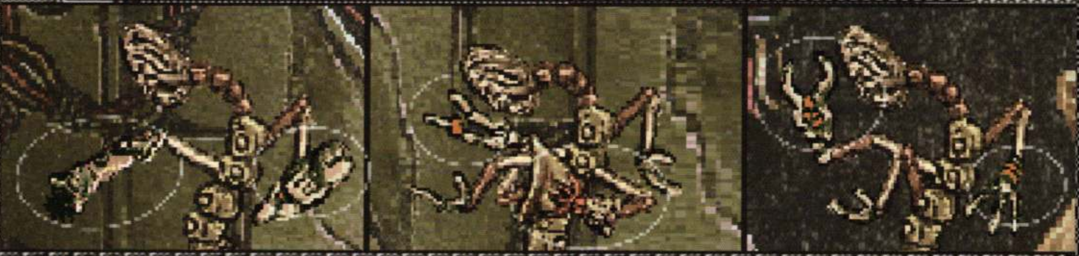
Rare non-hostile vessels that run away at high speed with erratic movements.

CHIMERA's **limbs** are not predetermined [arms and legs vary randomly from unit to unit]. CHIMERA will not appear again in the same area after escaping THE HAND.

CHIMERA has a small chance of dropping its **head piece. [015]** grants its wearer the capability of dreaming.



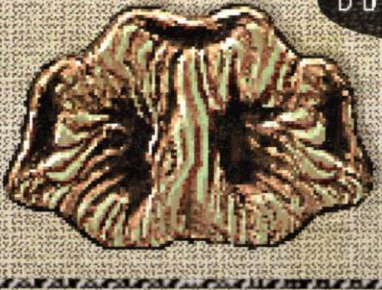


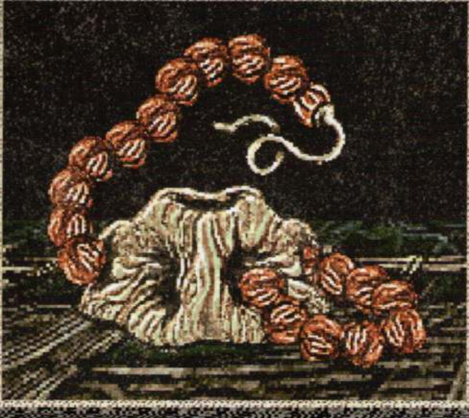


## DUXIANQIN

Immovable rotting vessels.

DUXIANQIN has a nest-like structure made of soft tissue and a large appendage that ejects to quickly grab the nearest vessel.



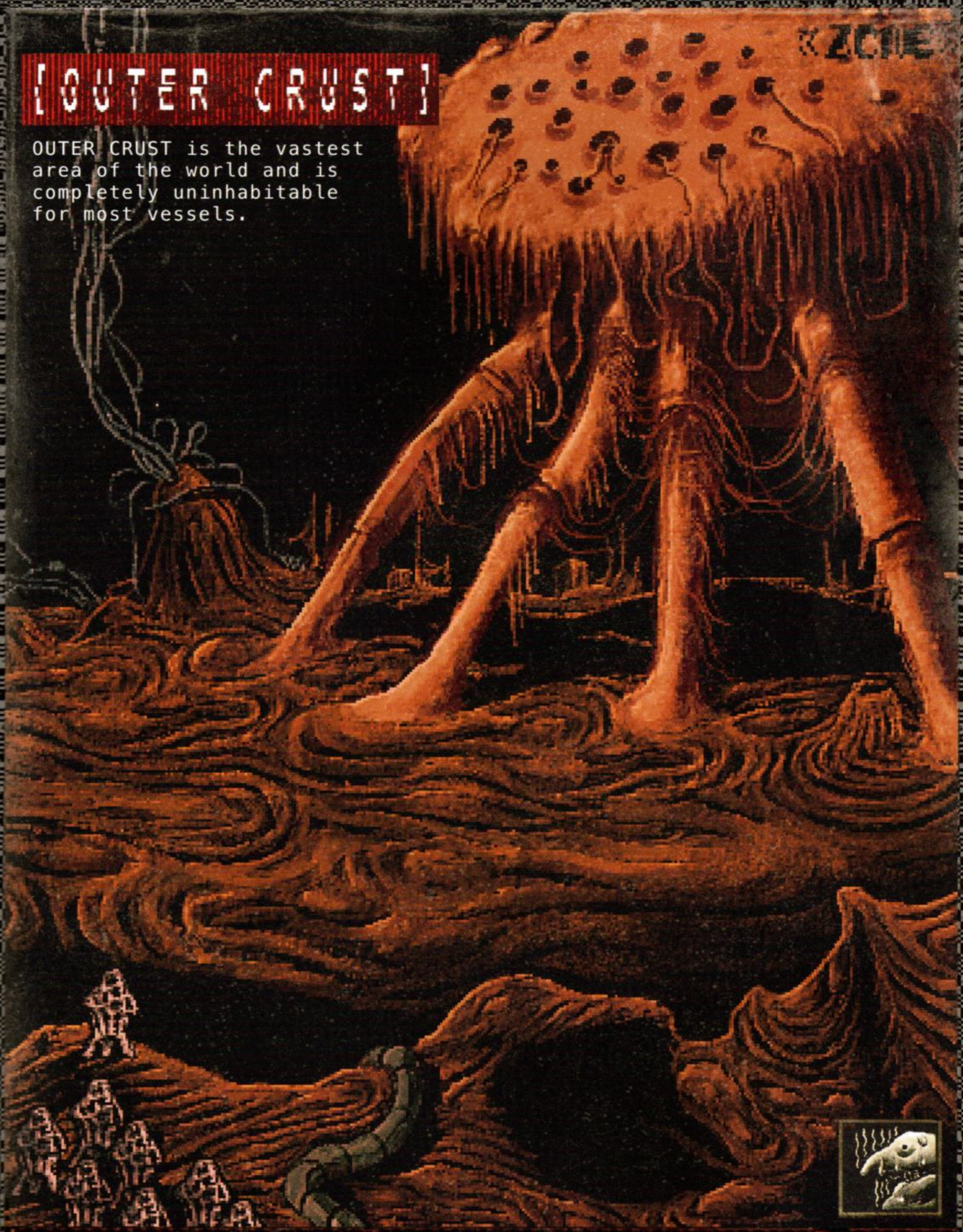


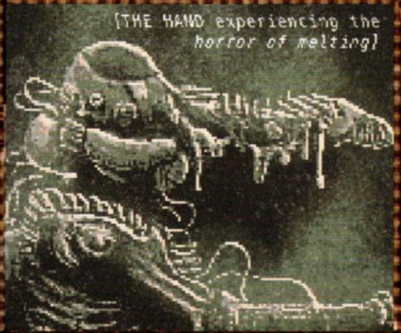
These creatures used to be ordinary vessels, but they suffered a malfunction that caused their bodies to collapse and, over time, rot into a mass of synthetic flesh while their minds remained alive.

If DUXIANQIN grabs THE HAND, it will try to insert its mind cell into THE HAND's body.

# [OUTER CRUST]

OUTER CRUST is the vastest area of the world and is completely uninhabitable for most vessels.




[THE HAND experiencing the *horror of melting*]

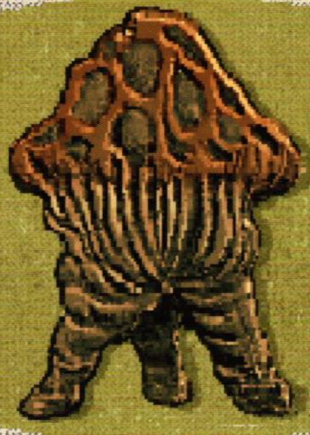
To safely traverse OUTER CRUST, THE HAND must be equipped with an insulating body or constantly seek shelter in the shade.

Being directly exposed to the scorching heat of OUTER CRUST can cause THE HAND to overheat, which can melt its body in a matter of seconds.

Being overheated accelerates THE HAND's movements until its eventual meltdown.

# CYTEA

POL.LYP-based organisms that grow naturally in OUTER CRUST.

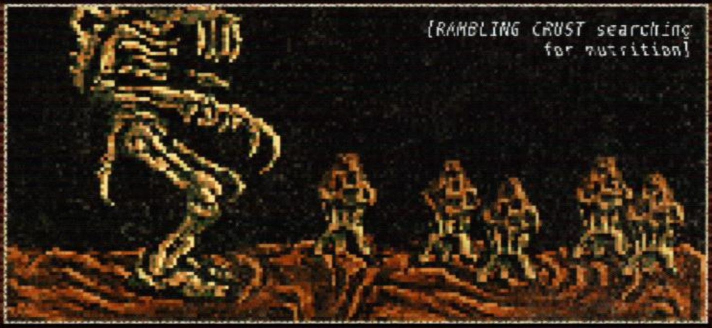


## RAMBLING CRUST

**CONSUMABLE**
1 blood bulb

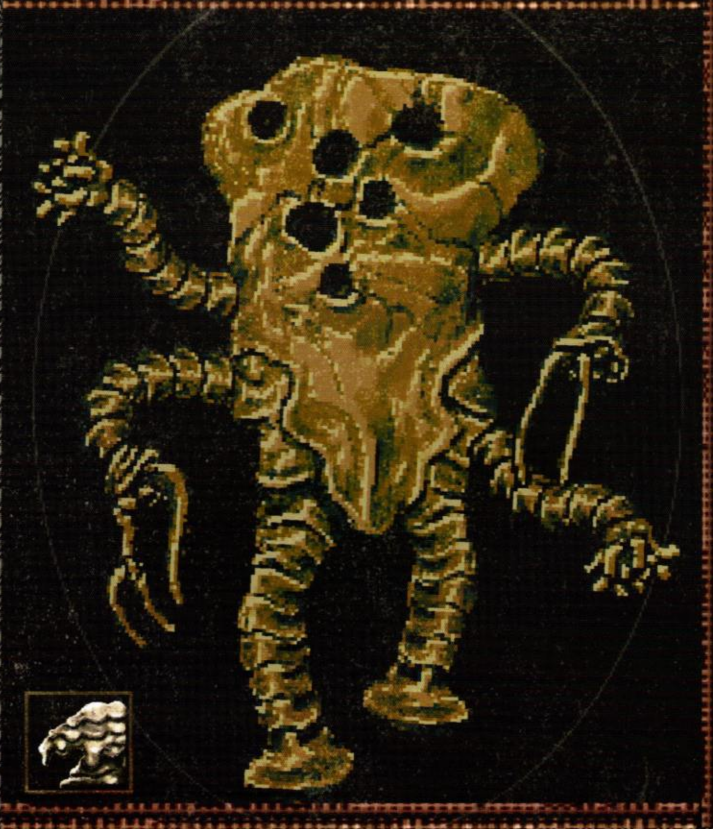
Tiny non-hostile cytean organisms that move in formation. Consuming one of them refills 1 ***blood bulb.***

RAMBLING CRUST gathers around bigger cyteas in search of nutritional secretions [it cannot distinguish between cyteas and other life forms].



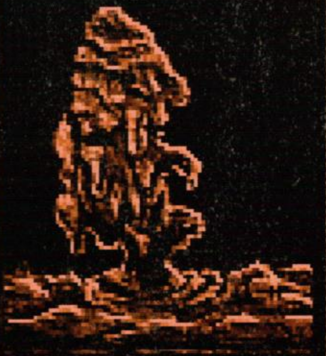
*[RAMBLING CRUST searching for nutrition]*

# OOZER



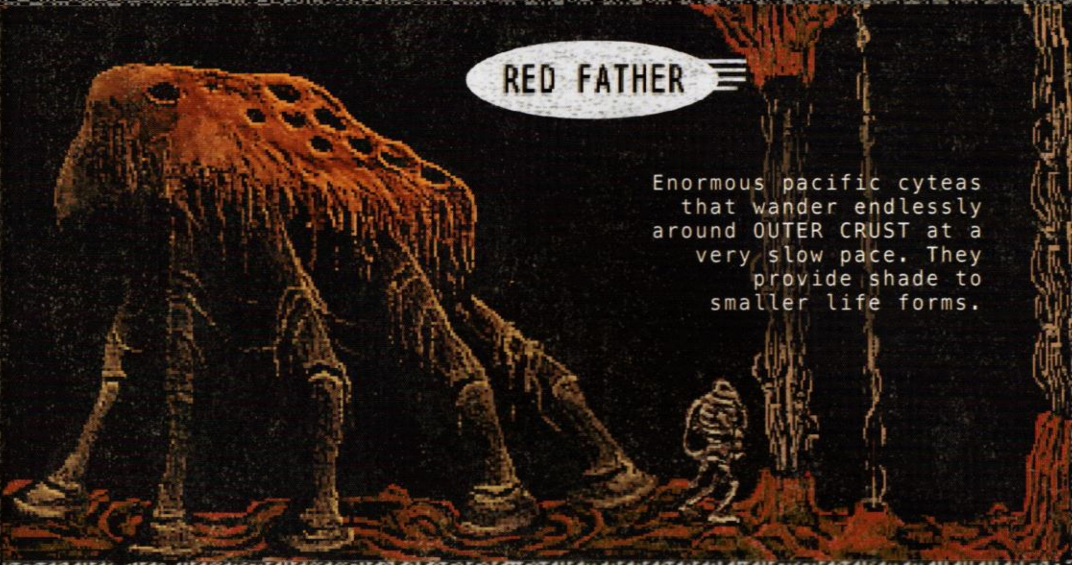
Advanced cyteas that wander freely through OUTER CRUST, leaving a slippery slime trail behind.

When threatened, OOZER shoots out rolling projectiles that explode on contact. This covers THE HAND with an ooze that hardens almost instantly.



[THE HAND can shake it off]

## RED FATHER



Enormous pacific cyteas that wander endlessly around OUTER CRUST at a very slow pace. They provide shade to smaller life forms.

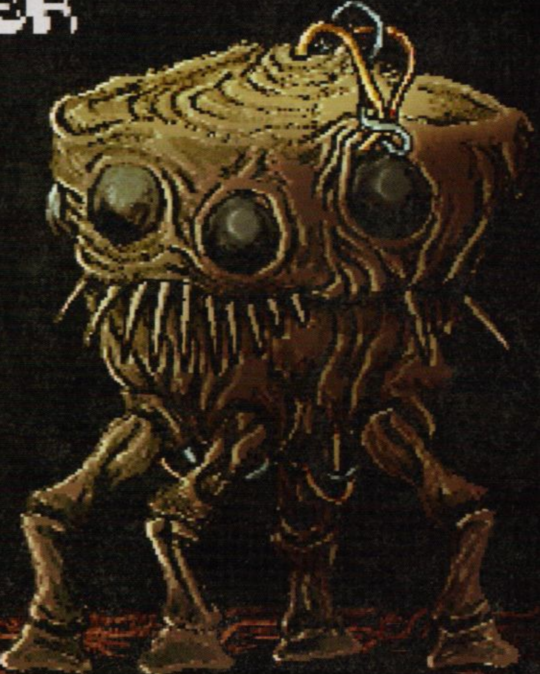
## RED WALKER

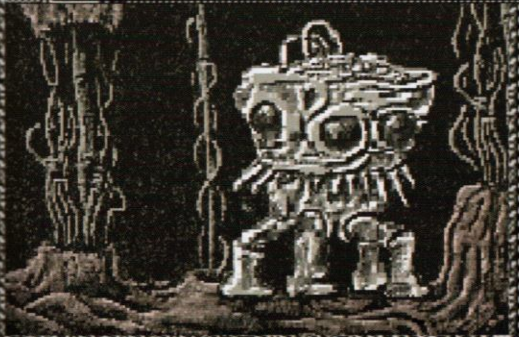
Aggressive cytean life forms of great resistance.

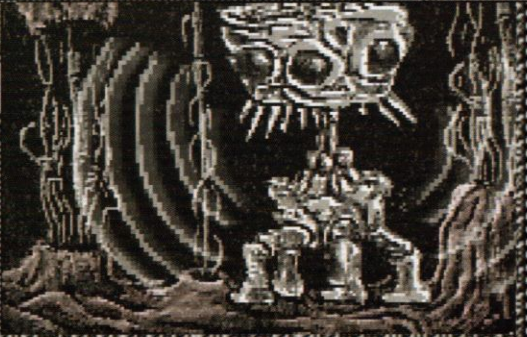
RED WALKER spends most of its time in the shade, normally in caves, tunnels, or under RED FATHER. Its thick skin protects it from most regular attacks, so its mouth is usually its only vulnerable spot.

RED WALKER can bite and emit a piercing sound that can stun THE HAND.

RED WALKER is hostile toward almost all organisms, including its own kind.

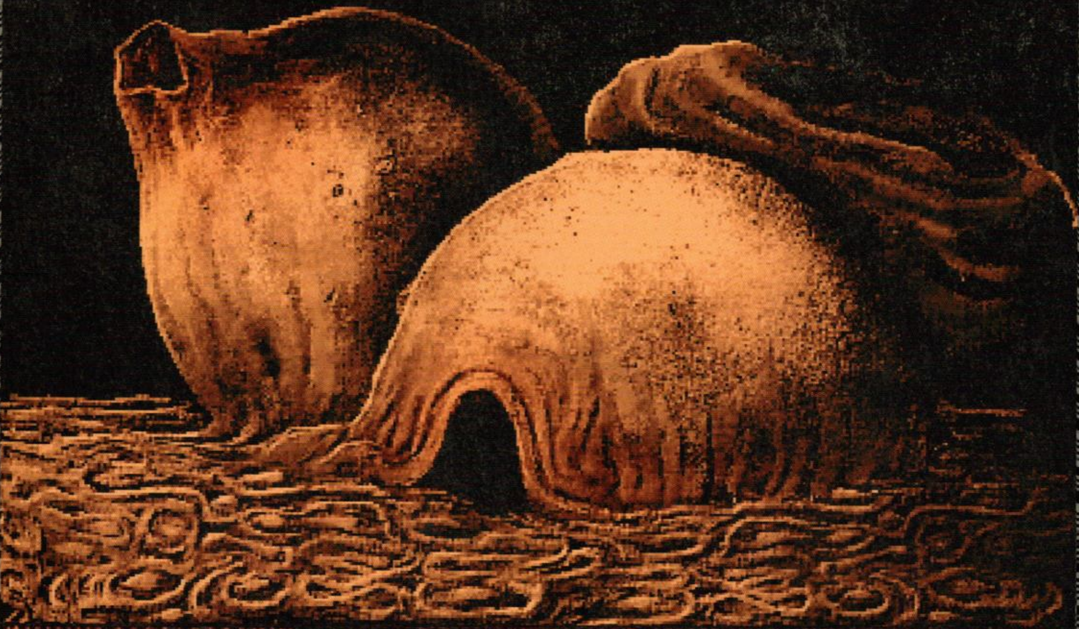






# [RED DOME]

Home of the Wise

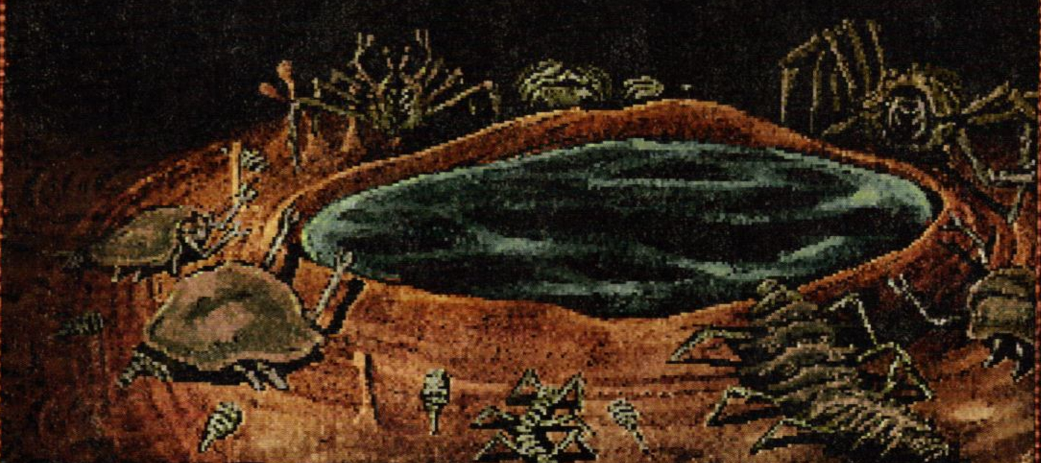


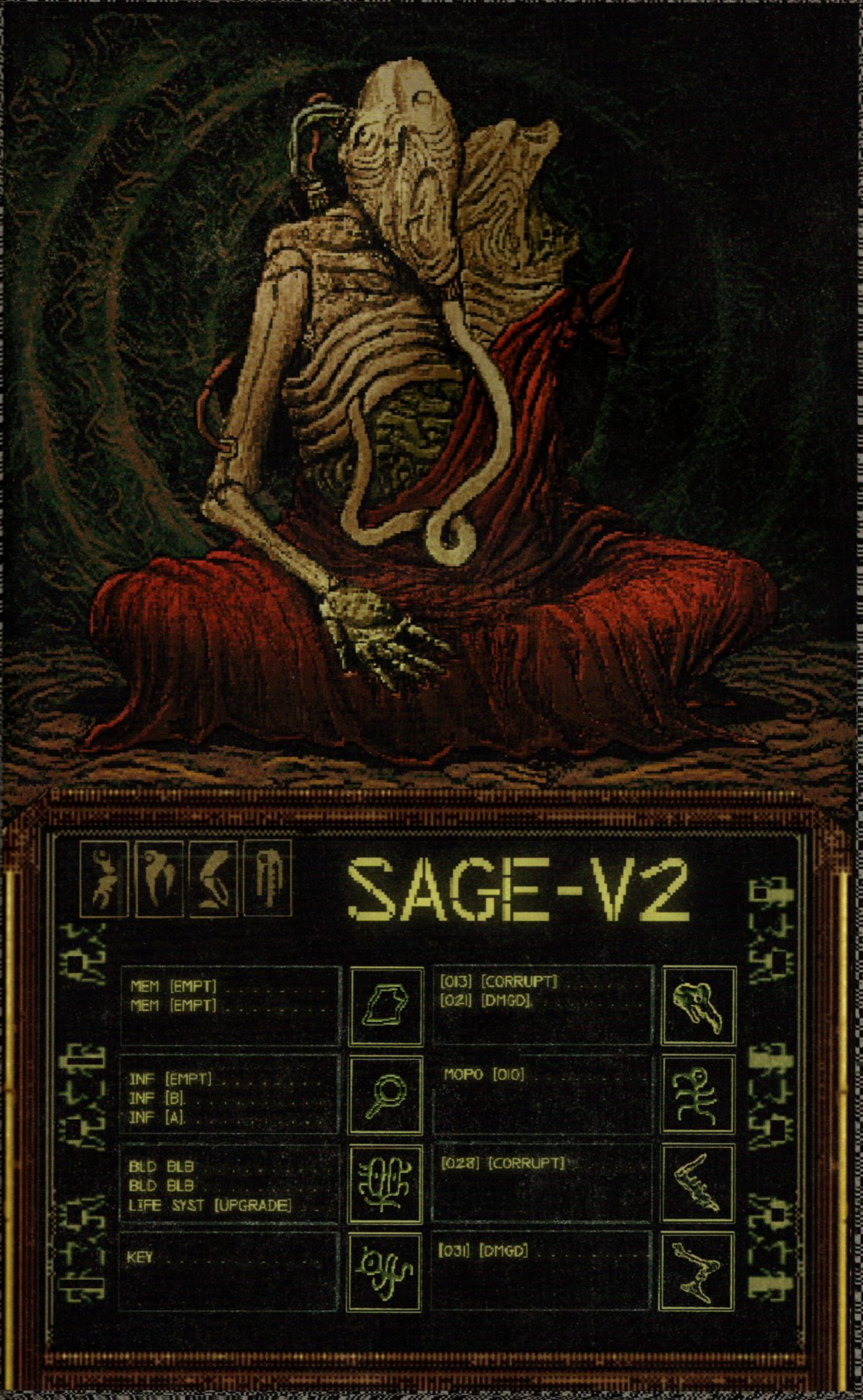
THE HAND can easily come across RED DOME while roaming through the vastness of OUTER CRUST. RED DOME is the home of SAGE-V2, a vessel committed to the preservation of the crust. SAGE-V2 has a small supply of materials and information.

RED DOME is surrounded by small non-violent cyteas.

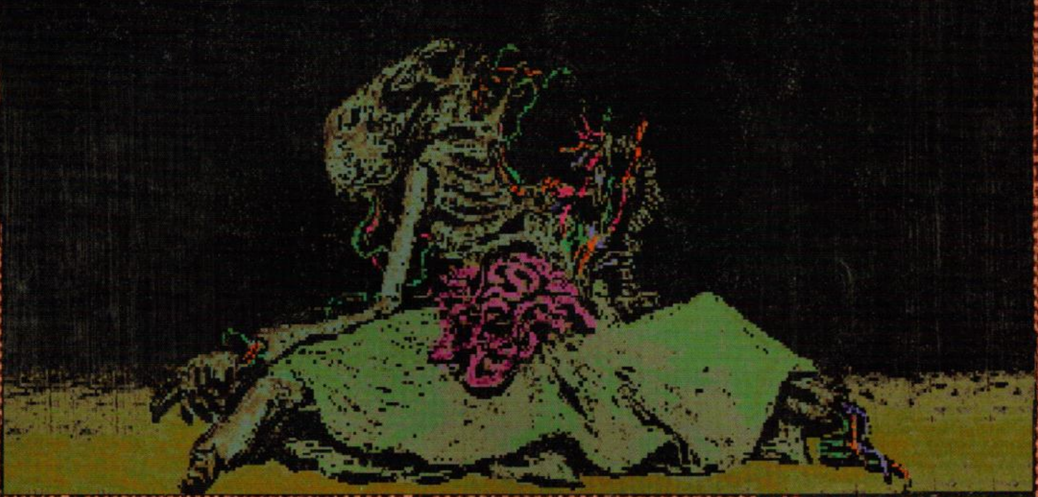
Multiple refrigerant ponds can be found just outside RED DOME. These pools provide immunity against the heat for a short period.

[pol.lyphages enjoying hydration]



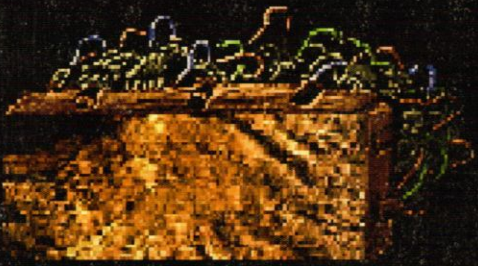

SAGE-V2
MEM [EMPT]
MEM [EMPT]
[013] [CORRUPT]
[021] [DMGD].
INF [EMPT]
INF [B].
INF [A].
MOPO [010]
BLD BLB
BLD BLB
LIFE SYST [UPGRADE]
[028] [CORRUPT]
KEY
[031] [DMGD]

[SAGE-V2 after being subjected to extreme violence]

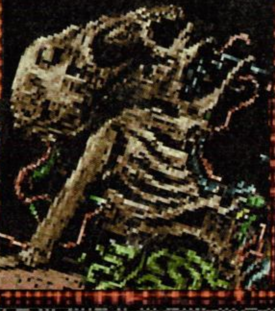


If THE HAND destroys SAGE-V2, an **inf unit** [**new beginning**] and the **iron brick** can be obtained by looting his corpse. The organisms outside RED DOME will attack THE HAND when it leaves the building after killing SAGE-V2.

### IRON BRICK



### INF UNIT [NEW BEGINNING]

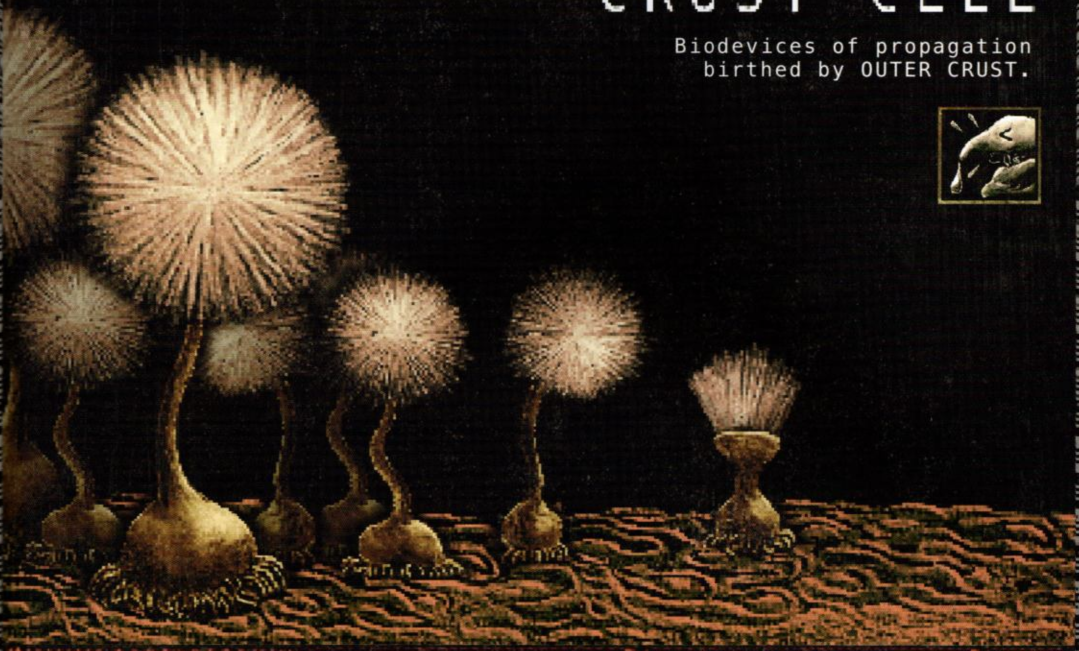


*Progress is what we call this ever-growing curse upon our kin. We lost our flesh, then our thoughts, and now our souls are rotting away inside these shells.*

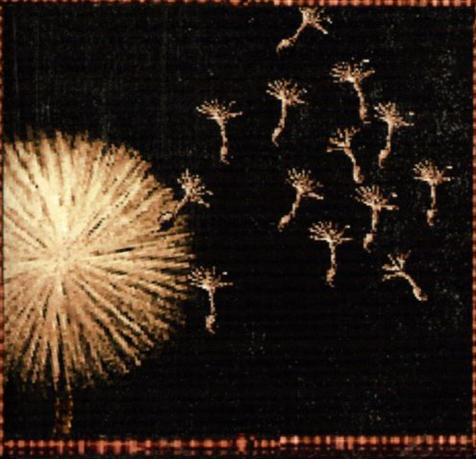
*We stole the divine beings and called it "a gift from heaven"… Centuries of evolution feasting upon our abominable acts. We must force the birth of a new era… The salvation of this world can only be achieved by redemption… Free the innocents… Death to OBek.*

# CRUST CELL

Biodevices of propagation
birthed by OUTER CRUST.



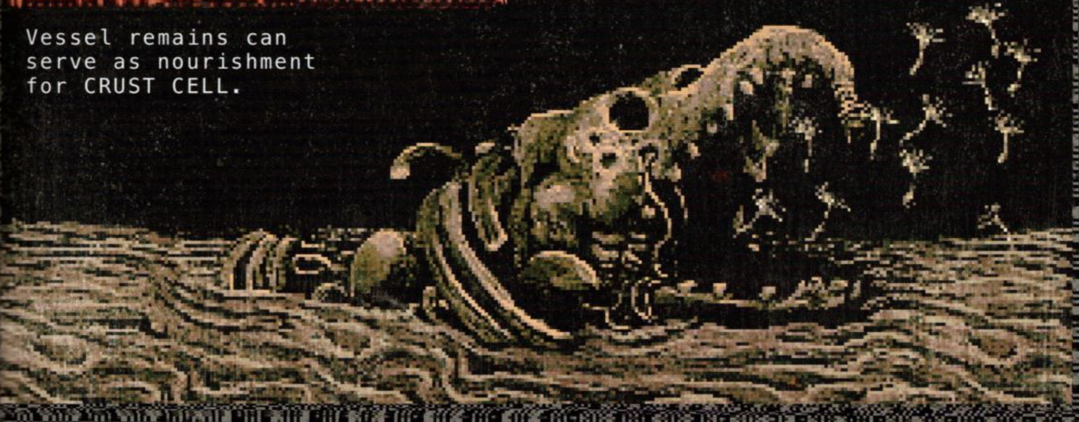
These cytean organisms are commonly found throughout OUTER CRUST but can also be seen in the uppermost layers. They can be easily destroyed. Areas covered with them tend to have a richer biodiversity. Despite their appearance, they are capable of movement, since their bottom appendages allow them to crawl slowly. They are rarely seen in motion.



When CRUST CELL detects nearby activity, it releases spores in that direction. The amount of spores released depends on CRUST CELL's stage of growth.

These spores are harmless to THE HAND, but a high concentration of them may trigger a malfunction in its respiratory system, causing THE HAND to sneeze [sneezing can cause an equipped **head piece** to fall off].

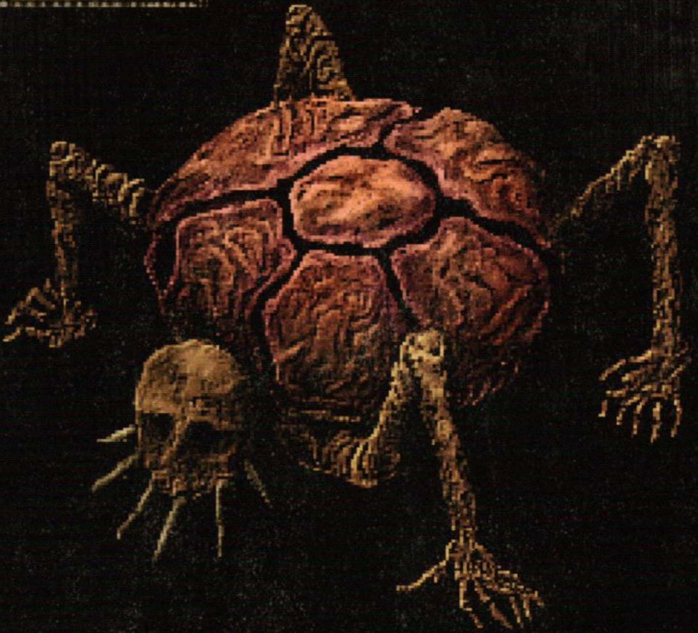
Vessel remains can serve as nourishment for CRUST CELL.

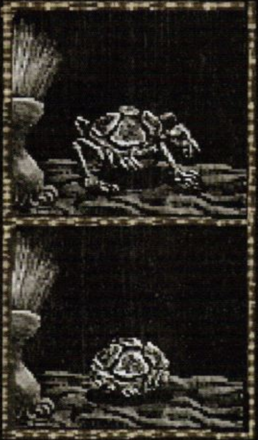


Symbiotic cyteas that operate in areas where CRUST CELL is present.

CRUST NODULE takes care of CRUST CELL, helping it propagate and protecting it from possible threats.

## CRUST NODULE



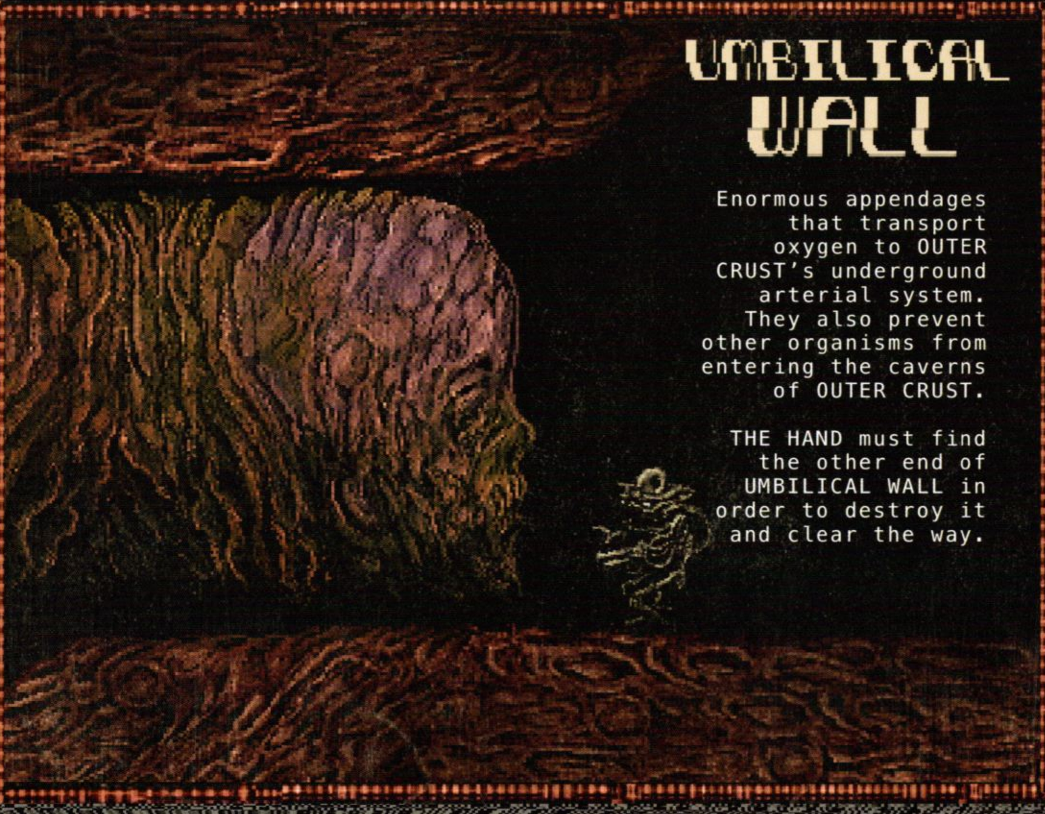


CRUST NODULE hides inside its shell when a **weapon** is pointed at it.

## UMBILICAL WALL

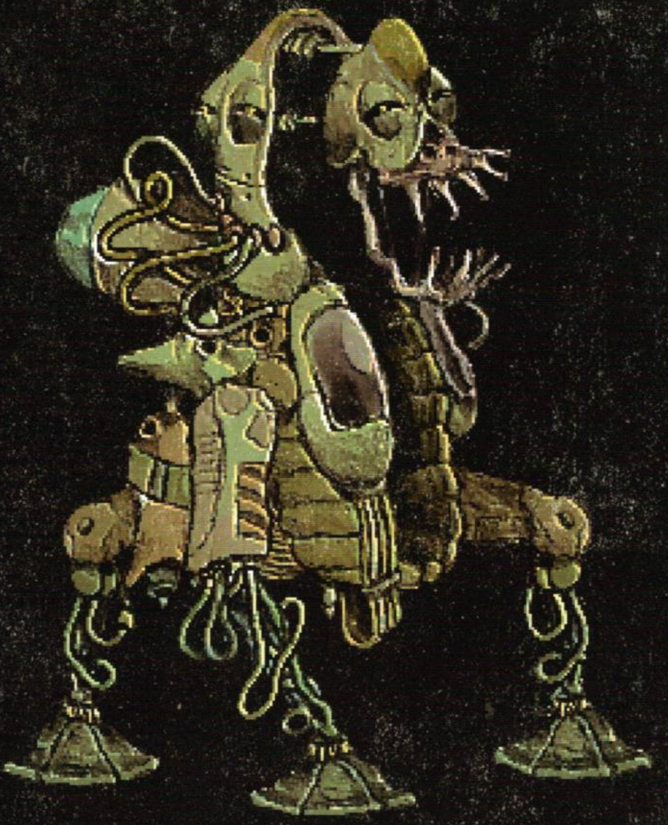
Enormous appendages that transport oxygen to OUTER CRUST's underground arterial system. They also prevent other organisms from entering the caverns of OUTER CRUST.

THE HAND must find the other end of UMBILICAL WALL in order to destroy it and clear the way.



# ADAM2

[VEHICLE]



Obsolete transportation devices that were commonly used to travel through OUTER CRUST back when it was habitable.

ADAM2 is able to climb vertical surfaces with ease and can even attack with a powerful bite.

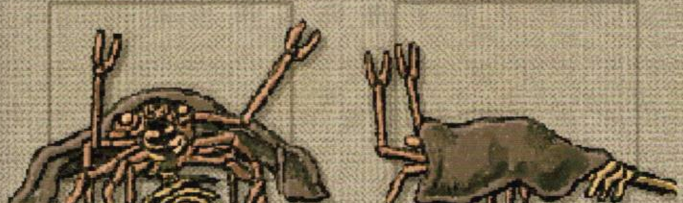
ADAM2 can explode after receiving too much damage, destroying THE HAND and everything else around it [ADAM2 will alert the driver before this happens].

ADAM2 can be found inside a cave near RED DOME.

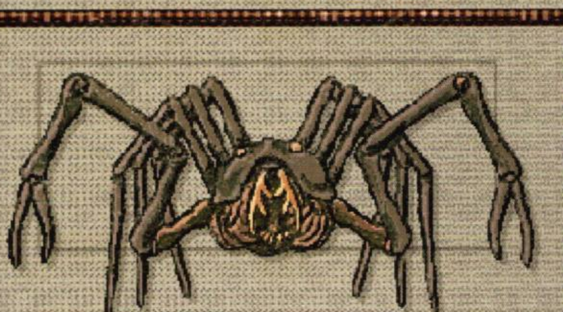
## KIHB [POL.LYPHAGES]

Small cytean organisms that feed off OUTER CRUST's surface.

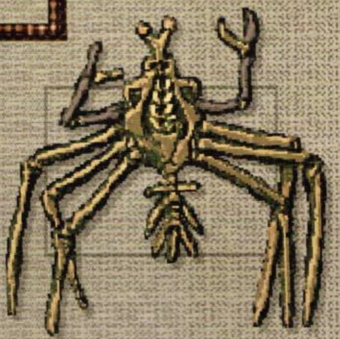
KIHB can damage, steal, or devour THE HAND's **limbs**.



[ MASKED KIHB ]



[ SUPER KIHB ]

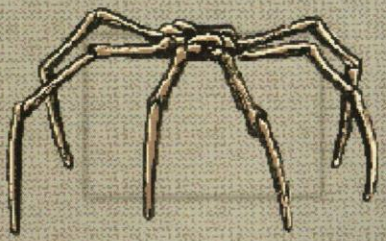


[ SOWER KIHB ]

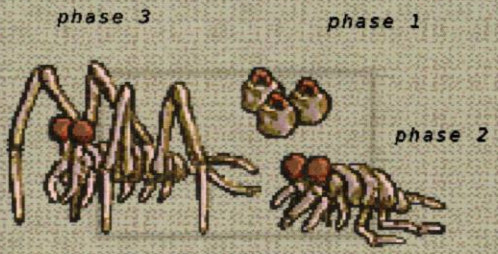
MASKED KIHB buries itself in the ground so it cannot be hurt by regular projectiles.

SUPER KIHB can easily dismember or drag THE HAND's body.

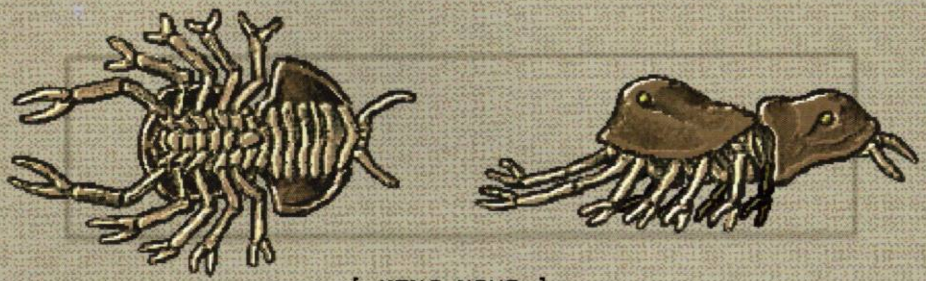
SOWER KIHB moves in packs, laying eggs and picking any items in its way.



[ BLIND KIHB ]



[ HUNGRY KIHB ]



[ KING KIHB ]

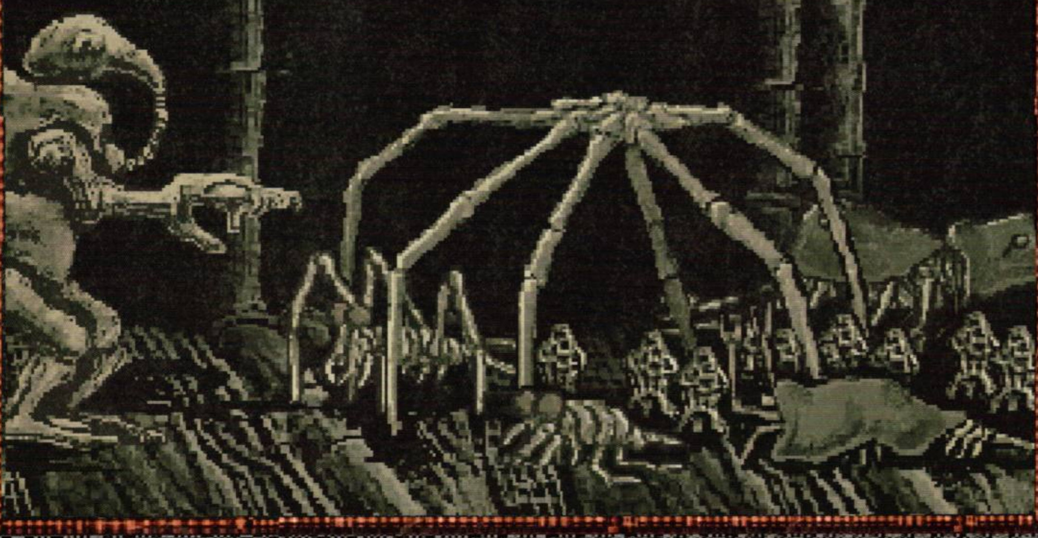
BLIND KIHB is harmless. It serves as shield and transportation for smaller organisms.

HUNGRY KIHB [phase 3] can lay eggs in THE HAND's storage if it manages to sneak into it. If they are not disposed of fast enough, these eggs will hatch and start slowly devouring THE HAND's inventory.

KING KIHB is very aggressive. It possesses an armor akin to that of MASKED KIHB but significantly stronger. Its attacks are also far more powerful than those of other members of its species.

These creatures live on OUTER CRUST but can also be encountered in layers colonized by CRUST CELL.

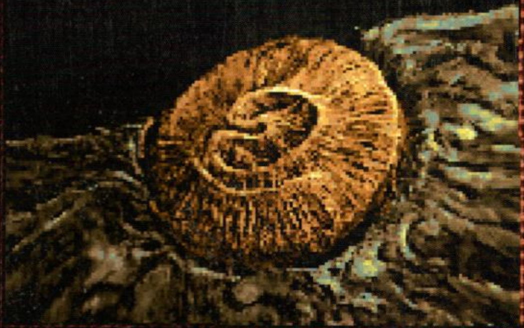
[KIHB parade]

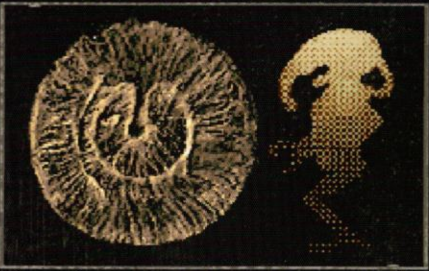


# CRUST SAINT

Horrific beings that plague the Far East region of OUTER CRUST.

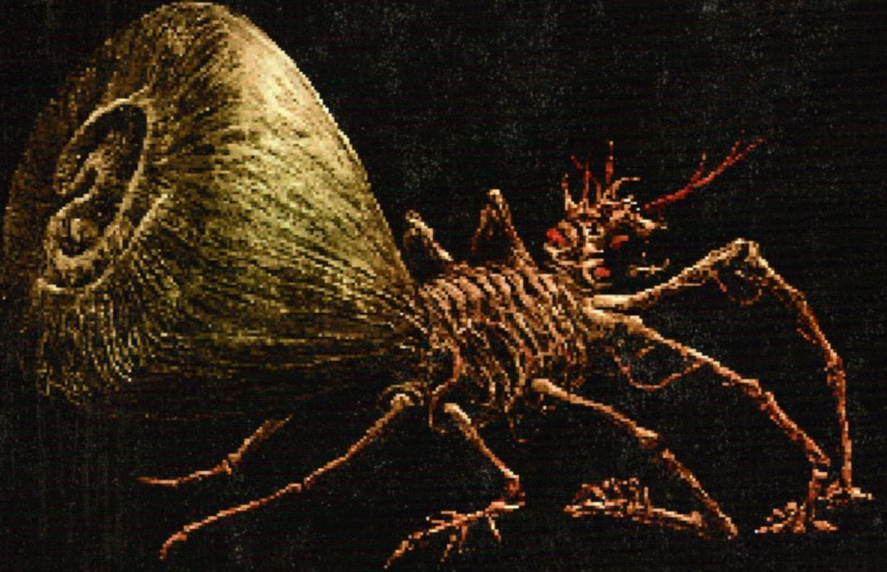
CRUST SAINT hides beneath the surface, covering the entrance of its nest with its rock-solid abdomen. It constantly emits a loud buzzing noise that is only interrupted when a nearby presence is detected.

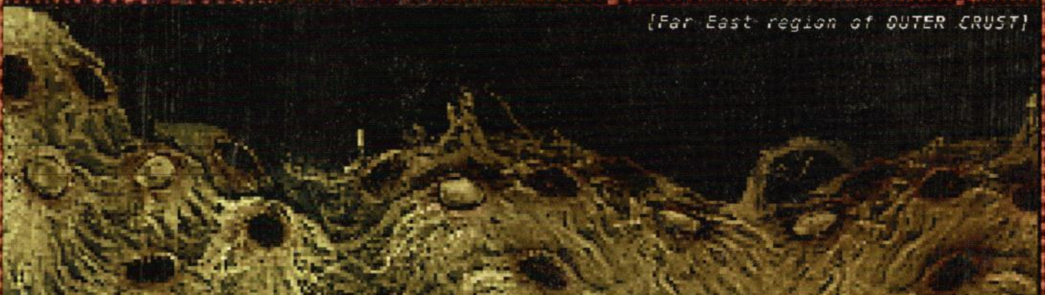




If THE HAND attacks or gets too close to its abdomen, CRUST SAINT will swiftly crawl out of its hole and attack THE HAND until it injures it enough to drag it into its nest safely.

THE HAND can avoid CRUST SAINT by walking slowly whenever it is near its burrow so as to stay undetected, carefully listening to check if the buzzing stops.

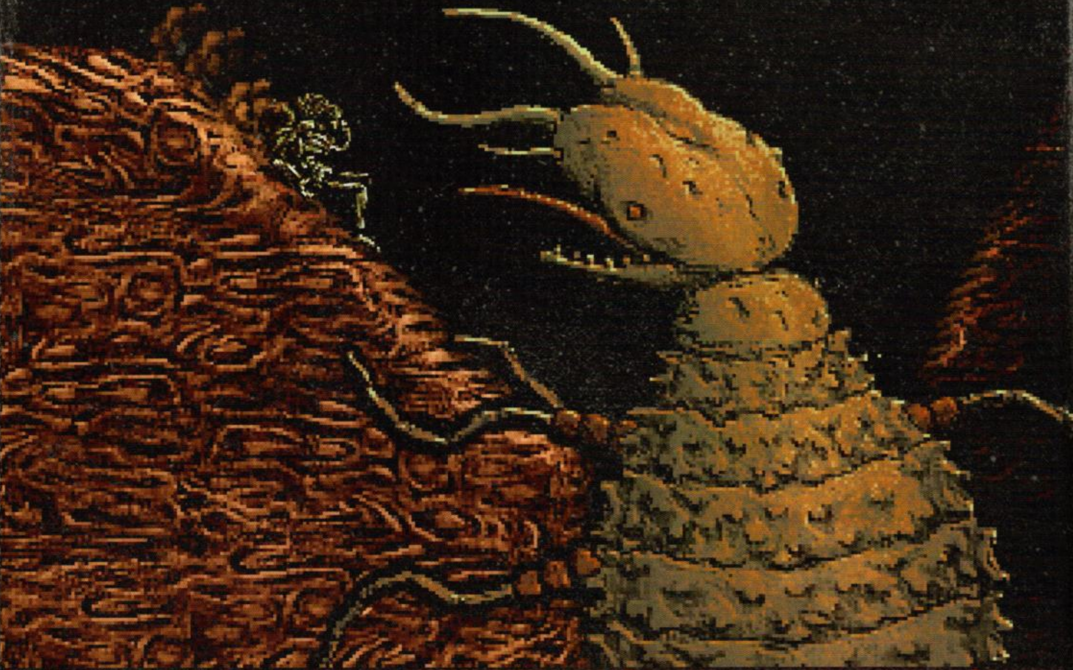




*[Far East region of OUTER CRUST]*

# CRUSTEATER

### Guardian of the Underworld



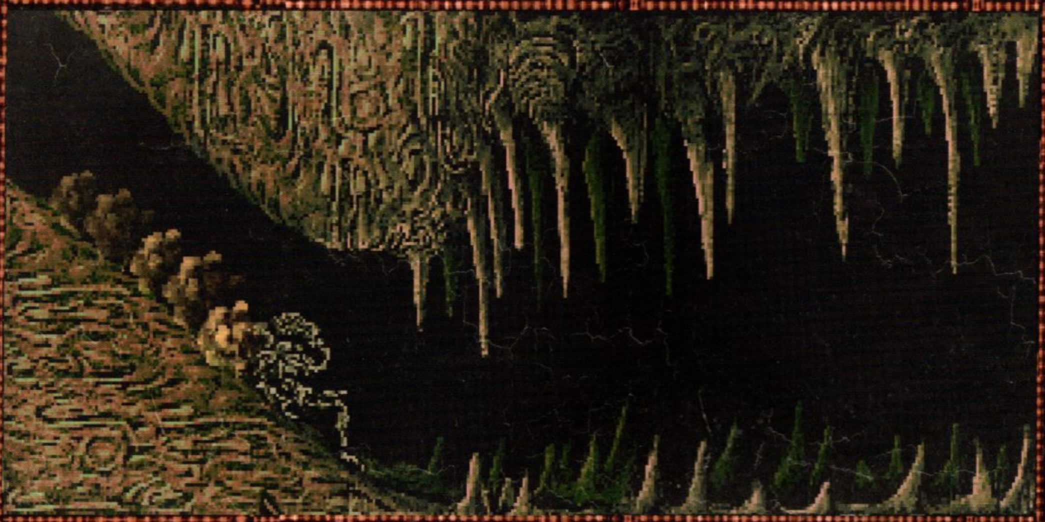
Maliciously hidden among the dunes of OUTER CRUST, the pitfall of CRUSTEATER lies beneath a feeble layer of soil.

As soon as THE HAND steps on the trap, the ground will crumble apart, revealing a steep slippery slope. THE HAND must cautiously climb up the pitfall to escape; sprinting will only cause THE HAND to slide down even faster.

CRUSTEATER is an implacable beast. If it manages to lay its pincers on THE HAND, it will instantly devour it.

If THE HAND manages to escape from the trap, CRUSTEATER will hide down in its burrow, waiting for its next victim.

Anything hurled into the hole will be consumed by the beast.

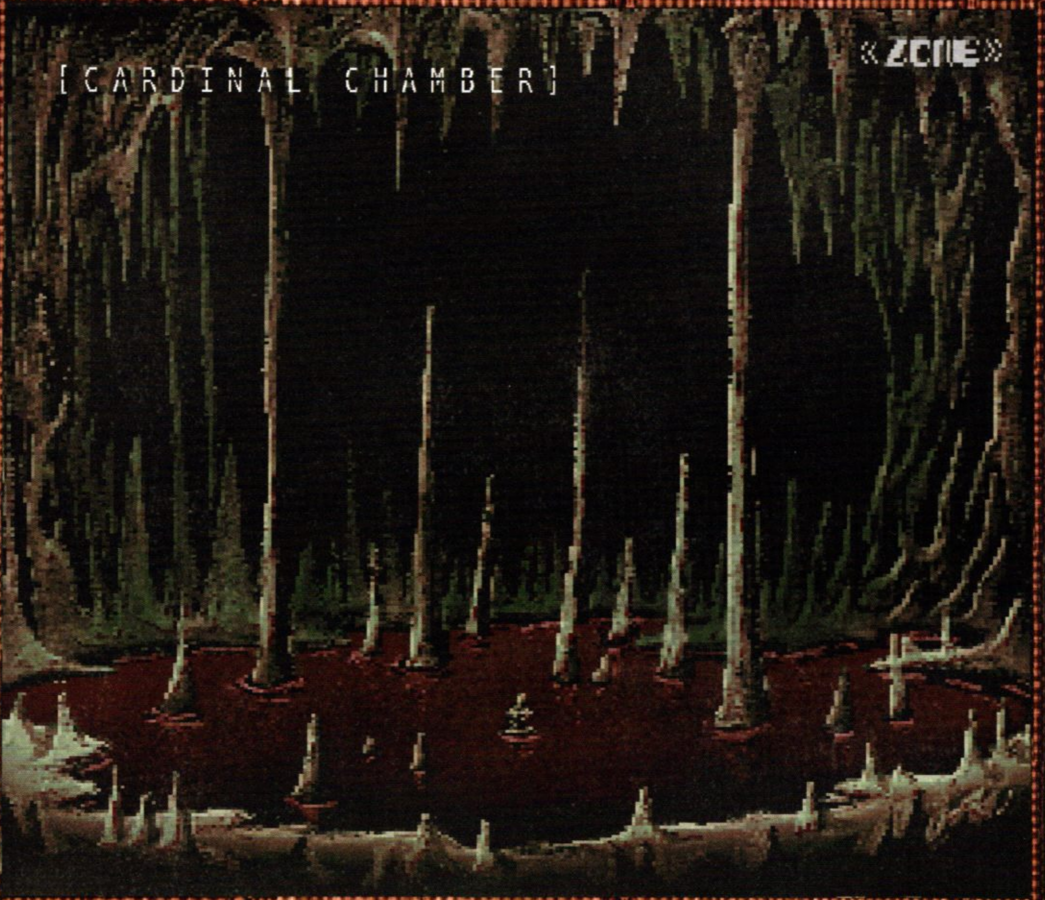


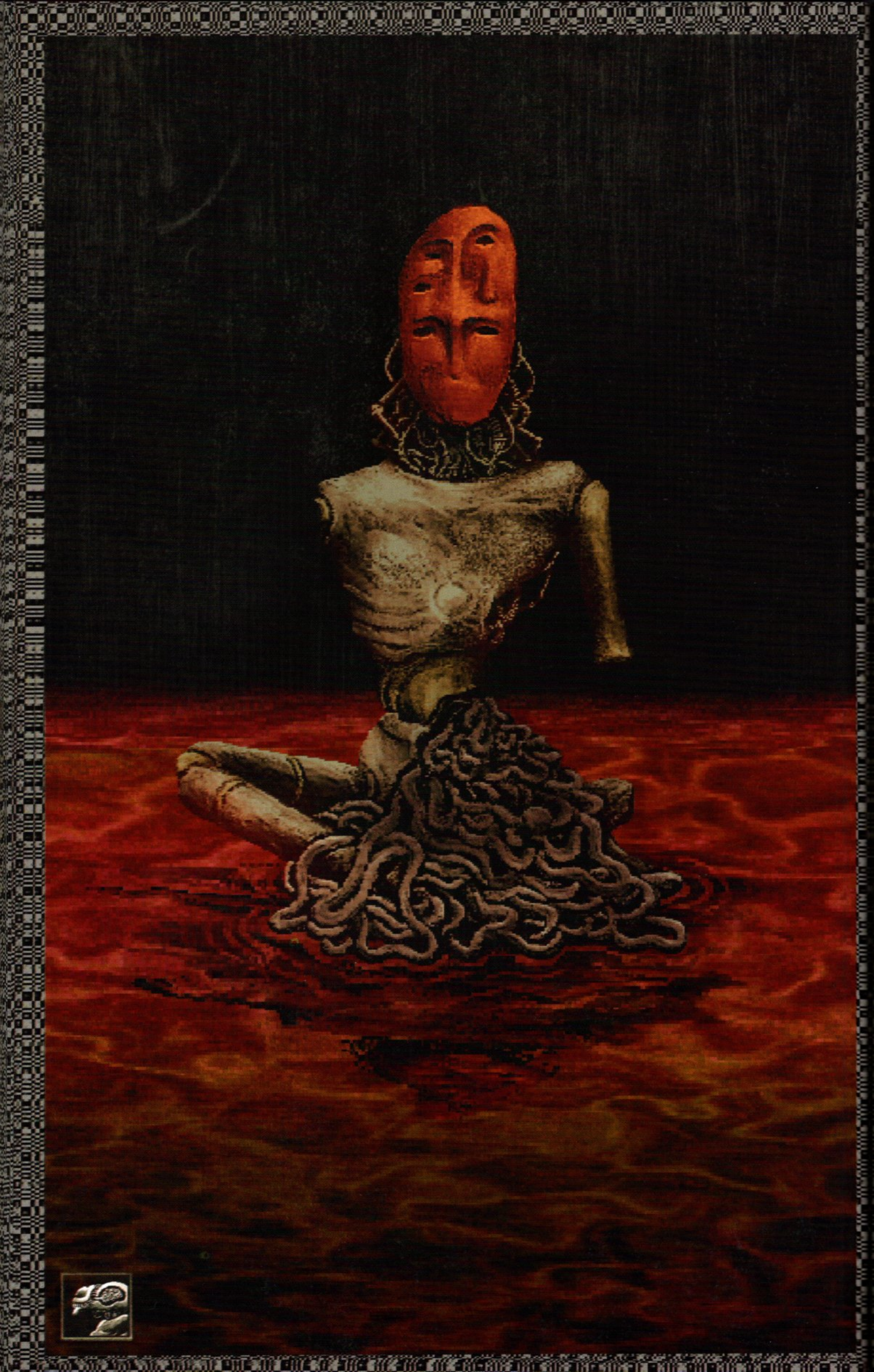
Hidden under CRUSTEATER lies a secret path that leads to a cavernous hallway.

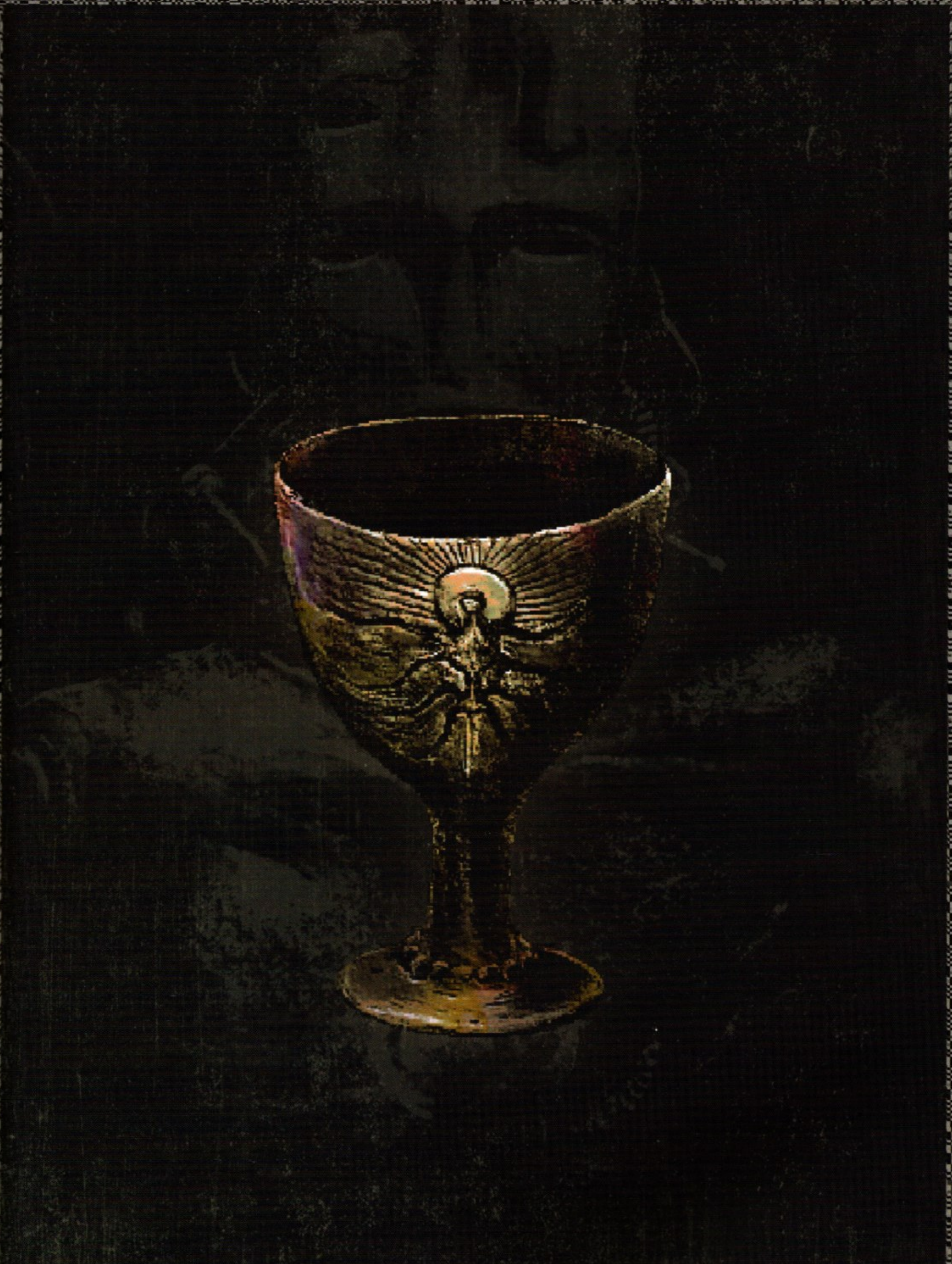
This corridor connects directly to OUTER CRUST's arterial system, granting THE HAND access to many blocked areas [UMBILICAL WALL].

One of the hallway's openings leads to CARDINAL CHAMBER.

Only heirs of the blighted can access CARDINAL CHAMBER. THE HAND must empty its bile valve of all **white bile** in order to enter the sacred terrain.







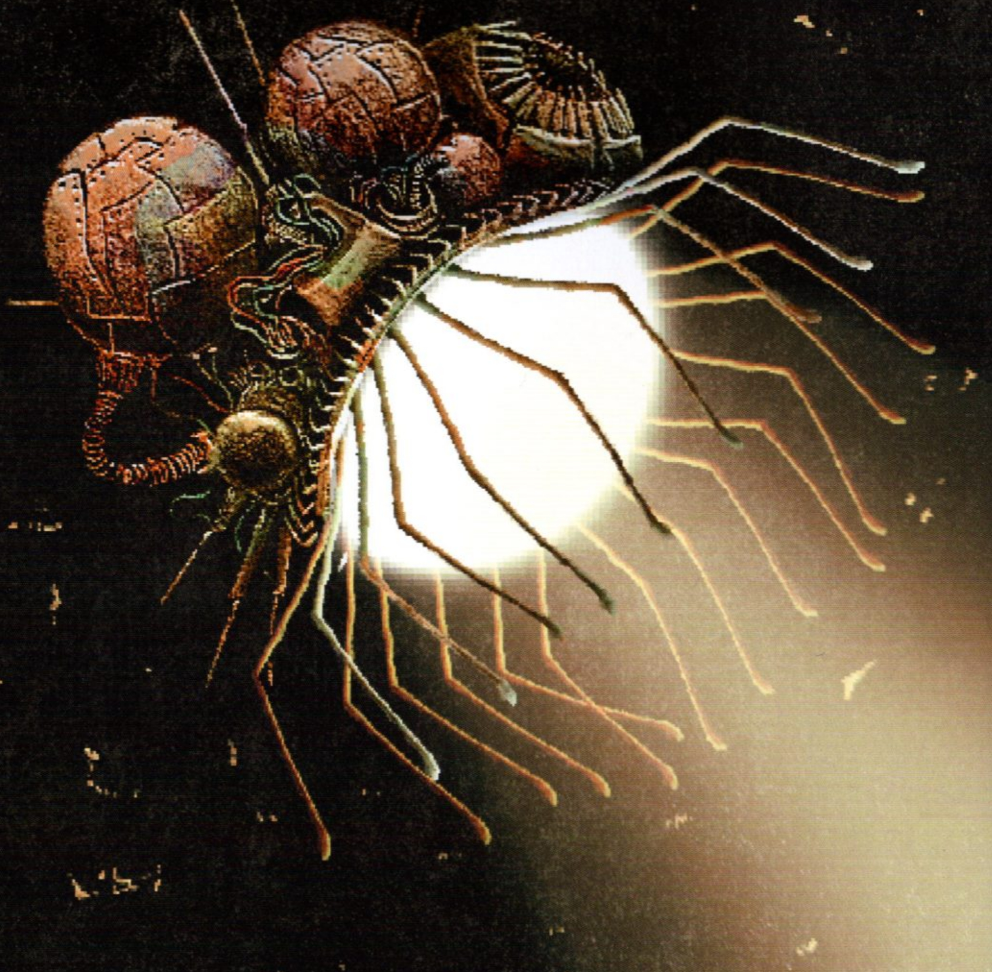
THE HAND can meditate alongside the resting figure in order to obtain the **empty chalice.** Submerging the **empty chalice** into the red liquid fills it to the brim, turning it into the **red communion.**

By consuming the **red communion** while equipped with **[Ap228], [H113], [A201], [M411],** and **[S466],** THE HAND will no longer be a vessel [ECDYSIS].

# [HEMERA-12]

God's Eye

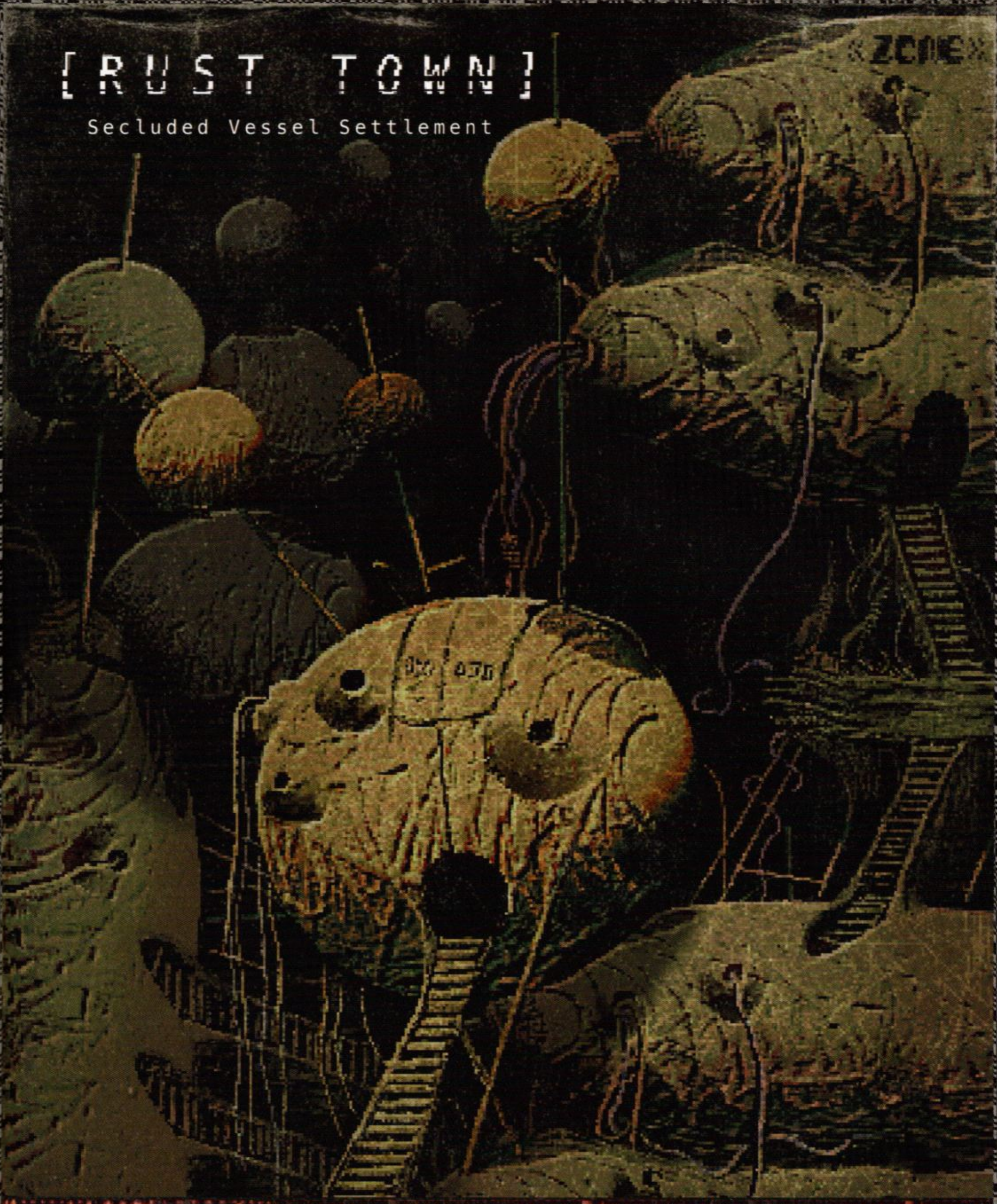
The Light of Hope



The massive satellite that illuminates the surface of the planet and provides warmth. The lack of maintenance has caused it to emit an excessive amount of heat, partially melting the world's surface and making it uninhabitable for most vessels.

# [RUST TOWN]

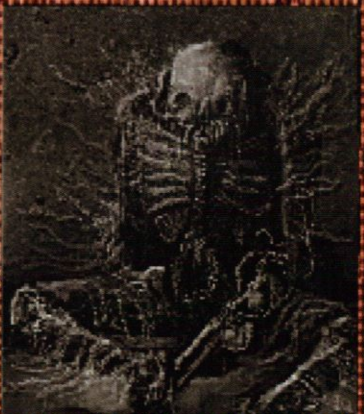
Secluded Vessel Settlement



RUST TOWN is a major settlement inhabited by vessels that have managed to retain their sense of reason and desire to escape the violence of the world.

What distinguishes RUST TOWN from other ruins is that, despite the collapse of OBek and the centuries of abandonment, its weapon-inhibiting signal is still running in RUST TOWN'S CORE, disarming any threatening force that enters its range.

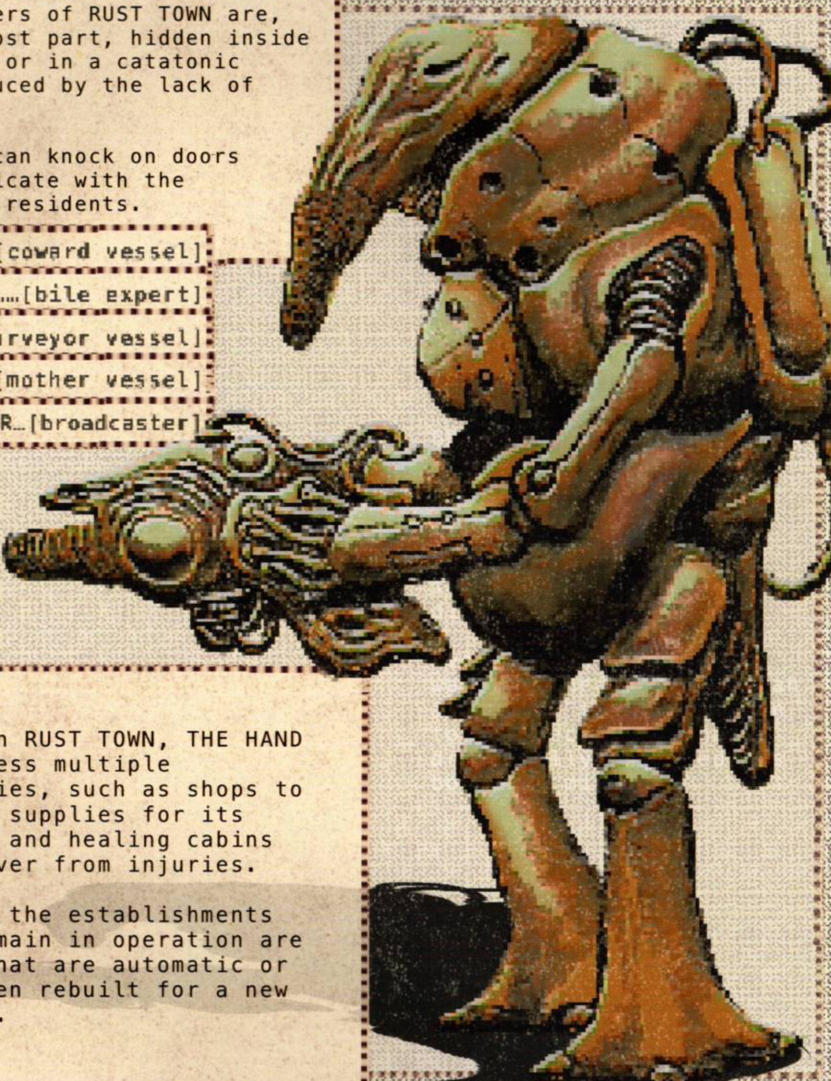
Since most of the vessels living in RUST TOWN are peaceful and are afraid to leave, they have stopped consuming **bile**, which has turned their bodies almost immobile.



The dwellers of RUST TOWN are, for the most part, hidden inside the domes or in a catatonic state induced by the lack of **bile**.

THE HAND can knock on doors to communicate with the sheltered residents.

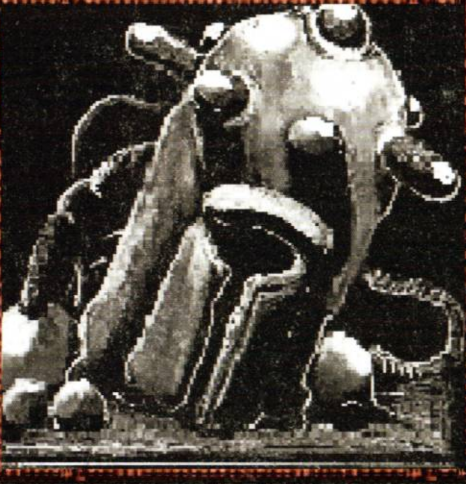
**TOLIP**……….[coward vessel]
**EVE**……………….[bile expert]
**MOG-B**…..[surveyor vessel]
**M-03**…………[mother vessel]
**BROADCASTER**…[broadcaster]



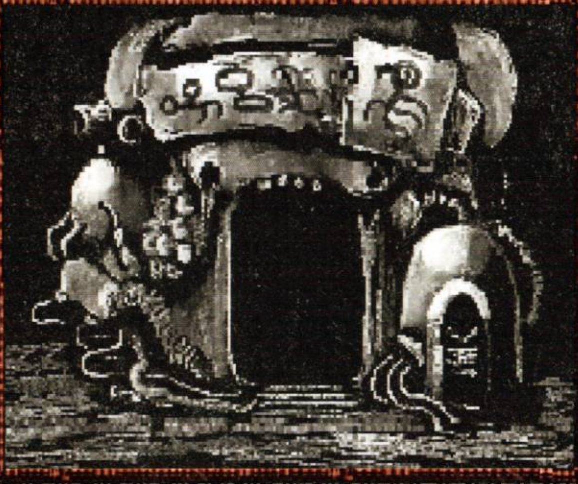
While in RUST TOWN, THE HAND can access multiple facilities, such as shops to acquire supplies for its journey and healing cabins to recover from injuries.

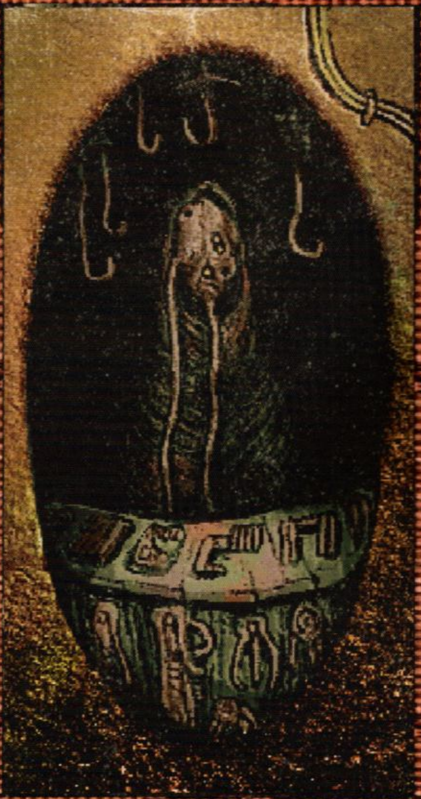
Most of the establishments that remain in operation are those that are automatic or have been rebuilt for a new purpose.

HEALING CABIN



CONVENIENCE STORE



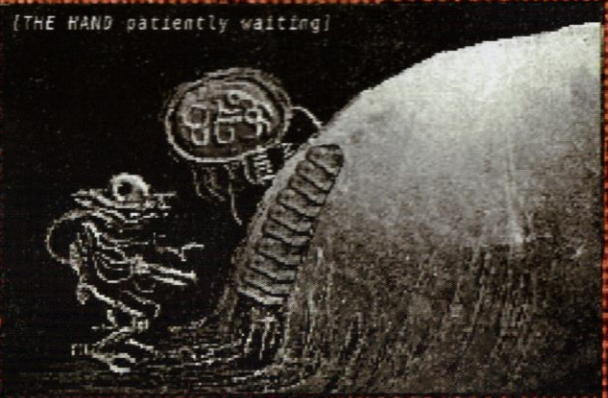


## BUTCHER

BUTCHER is a **limb** merchant that can be located in a dome near the entrance of RUST TOWN.

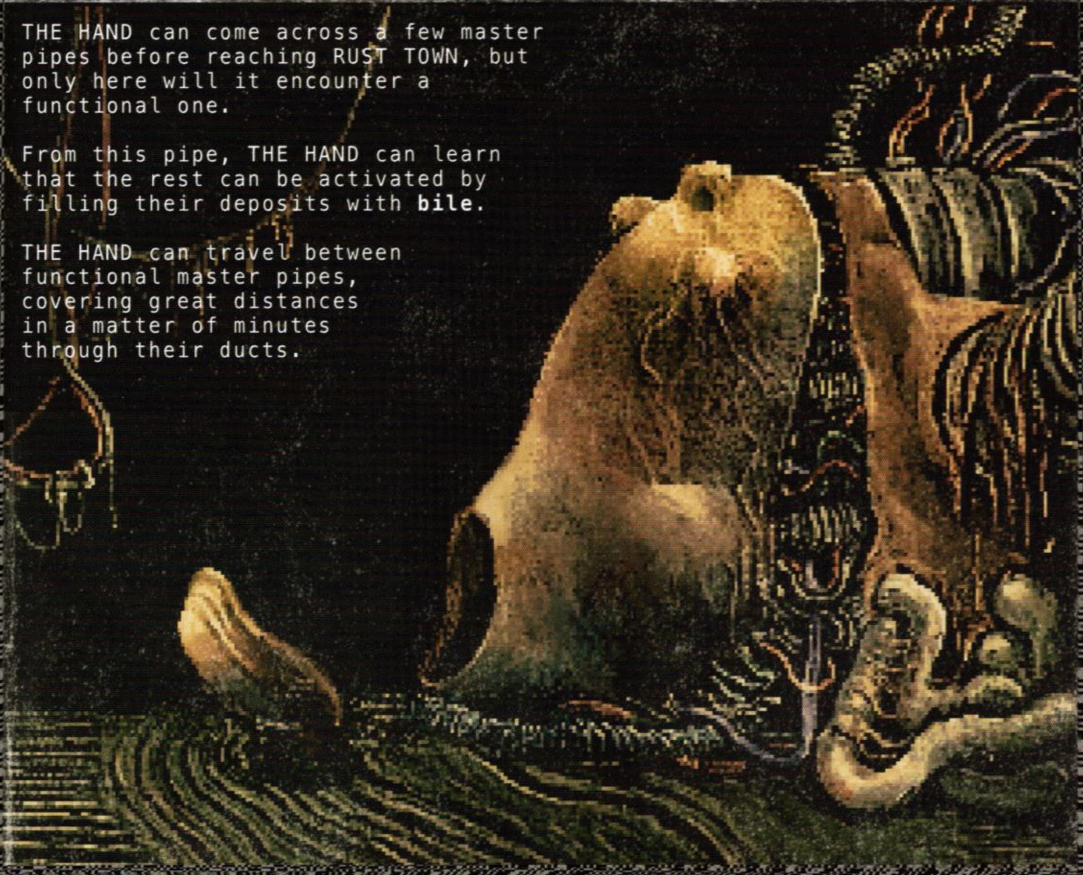
THE HAND can purchase and sell all kinds of **limbs** here, although those that are broken or corrupted will see their price drastically reduced.

If BUTCHER feels threatened by a **weapon** THE HAND is equipped with, it will refuse to open its shop until the **weapon** is unequipped.



*[THE HAND patiently waiting]*

## MASTER PIPE [RUST TOWN]



THE HAND can come across a few master pipes before reaching RUST TOWN, but only here will it encounter a functional one.

From this pipe, THE HAND can learn that the rest can be activated by filling their deposits with **bile**.

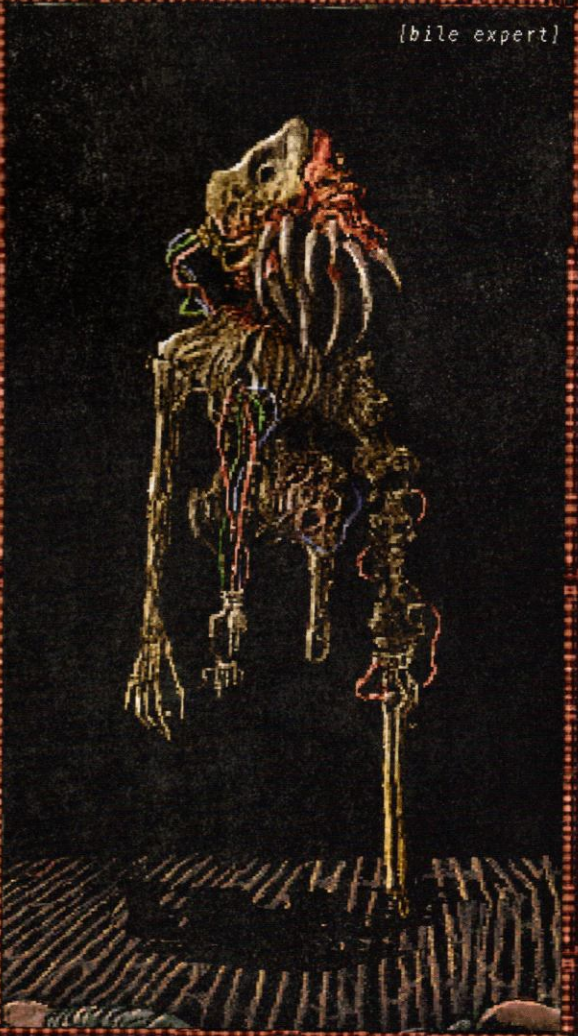
THE HAND can travel between functional master pipes, covering great distances in a matter of minutes through their ducts.

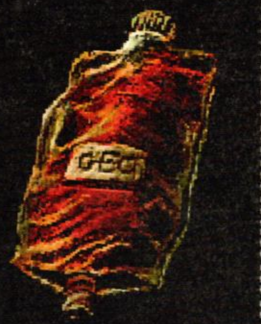
# BILE DEPOSIT

BILE DEPOSIT can be found in RUST TOWN'S CORE.

In BILE DEPOSIT, THE HAND can purchase different types of **bile containers** and upgrade the capacity of its bile valve.

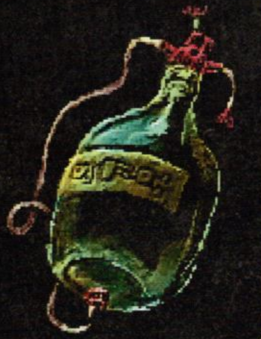
EVE [bile expert] frequents this facility.





## [RED BAG]

A small membrane bag that contains preserved **red bile.** It is easy to store and does not expire.



## [WHITE BOTTLE]

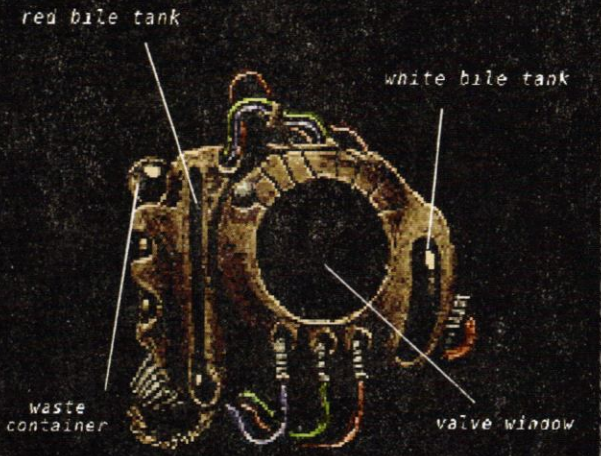
A small glass container filled with **white bile. Bile bottles** are easier to carry and consume than **bile cans.**

## EVE SPEECH

*I have noticed that red bile has special properties unique to it. By filling your bile valve with red bile or a mix of red bile and white bile, you can slightly tweak your body's performance.*

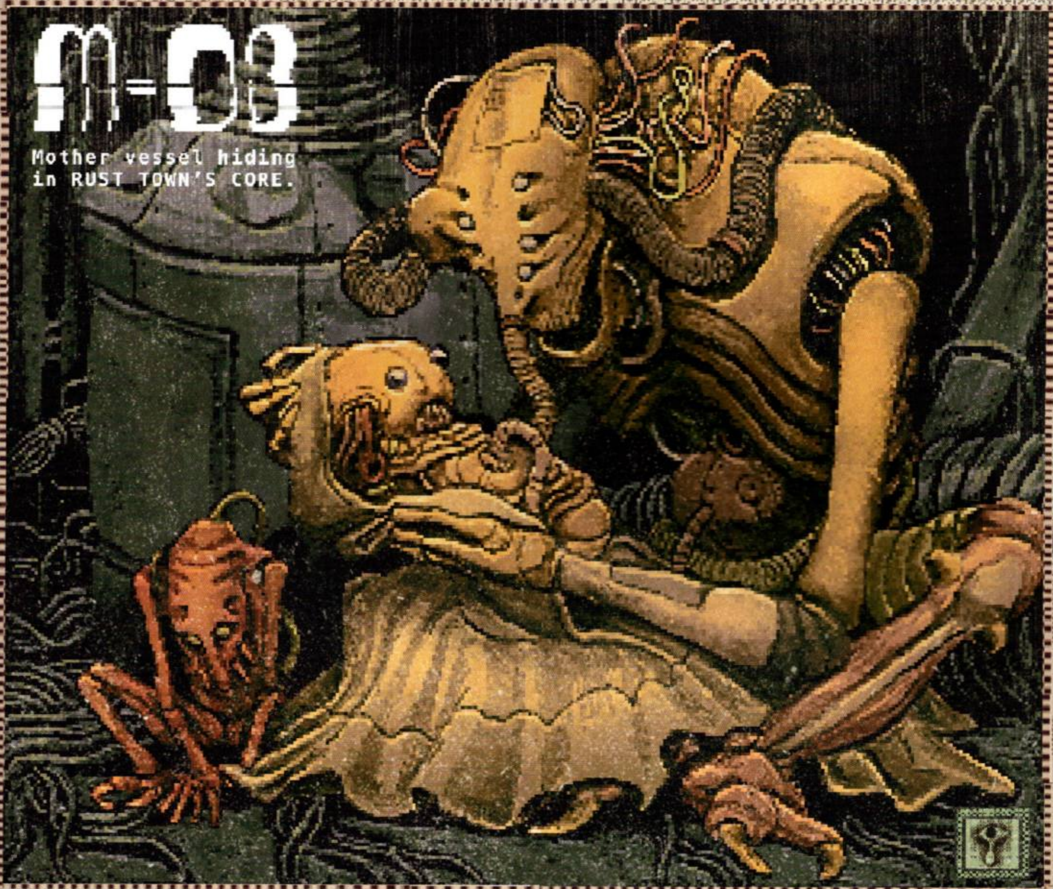
*Red bile… Unlike us, those nasty things from OUTER CRUST can distill their own fuel. We will probably run out of it at some point, and they will take over our land and feast on our living carcasses… What a sick joke.*

## BILE VALVE



# M-03

Mother vessel hiding in RUST TOWN'S CORE.



## M-03 SPEECH

*I saw what the little creatures do: they create life from nothing, without any command or birthing tank.*

*Do birthing tanks feel love when they give birth to us? Do they feel proud when they see us grow…? I surely do.*

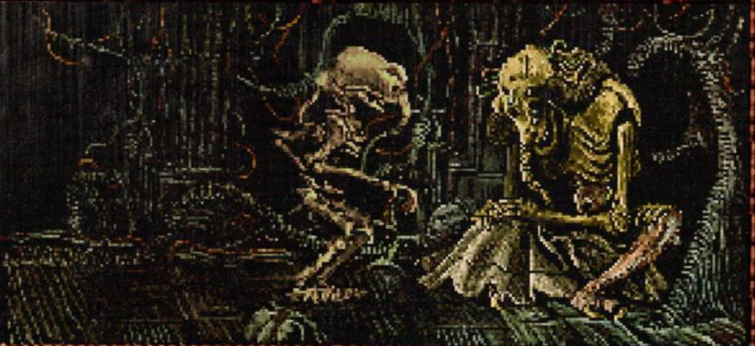
*Behold… I made these vessels out of scraps and gave them a part of myself… I am now a life-giver, and they, my children.*

*Now I understand the creatures… I would give my life for them at any moment too.*

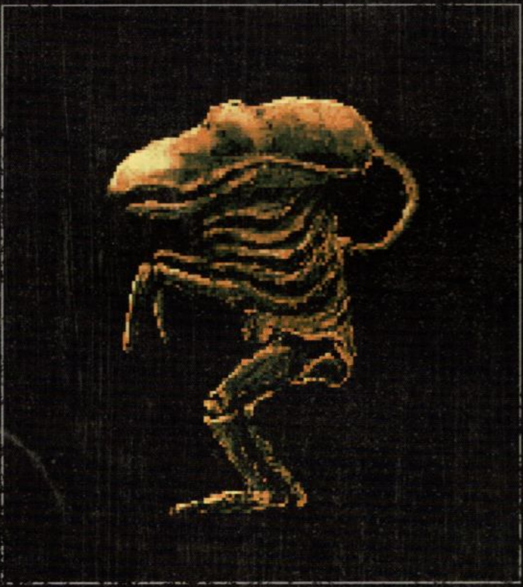
*If you come across any vessel scraps longing for love, bring them to me and I will give them life.*

M-03 will ask THE HAND to search for **lost scraps** and bring them to him.

More and more newborn vessels will populate the room if THE HAND keeps providing M-03 with **lost scraps.**



# B.B [NAME]



Once THE HAND delivers enough **lost scraps** to M-03, he will gift THE HAND one of his creations.

THE HAND can assign a name [up to six letters] to the newborn unit.

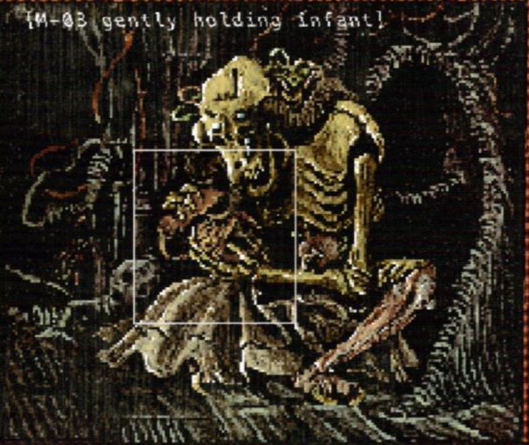
B.B provides emotional support to THE HAND, following it closely wherever it goes. When THE HAND enters combat or danger is present, B.B will run away or seek refuge behind THE HAND.

B.B has its own life system [3 **blood bulbs**].

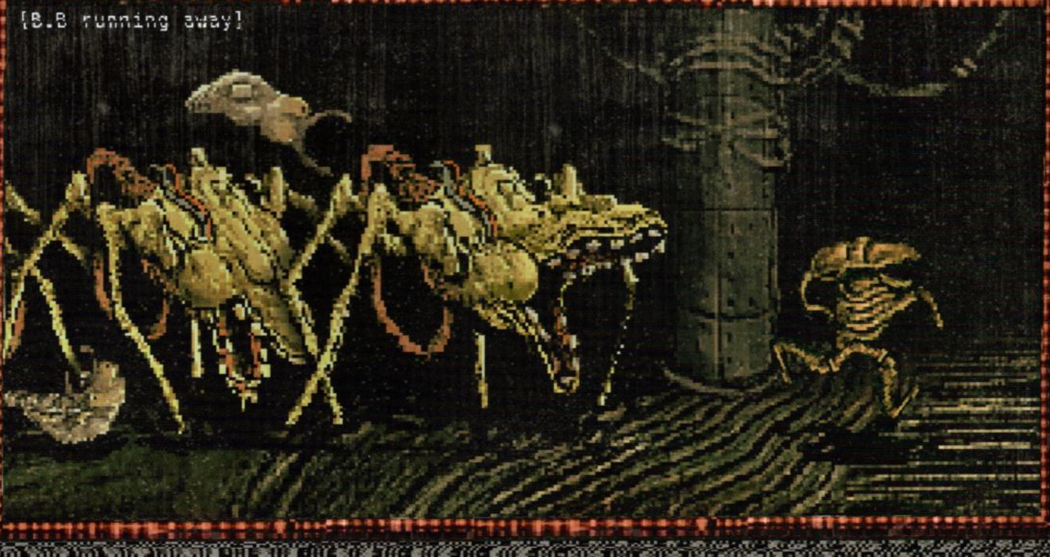
If THE HAND pays a visit to M-03 while in the company of B.B, it will jump to its mother's hands. M-03 will then sing a lullaby, and B.B's life system will be restored.

If B.B is destroyed, THE HAND can ask M-03 to rebuild it using **lost scraps**.

If THE HAND destroys B.B intentionally, M-03 will not rebuild it.



[M-03 gently holding infant]

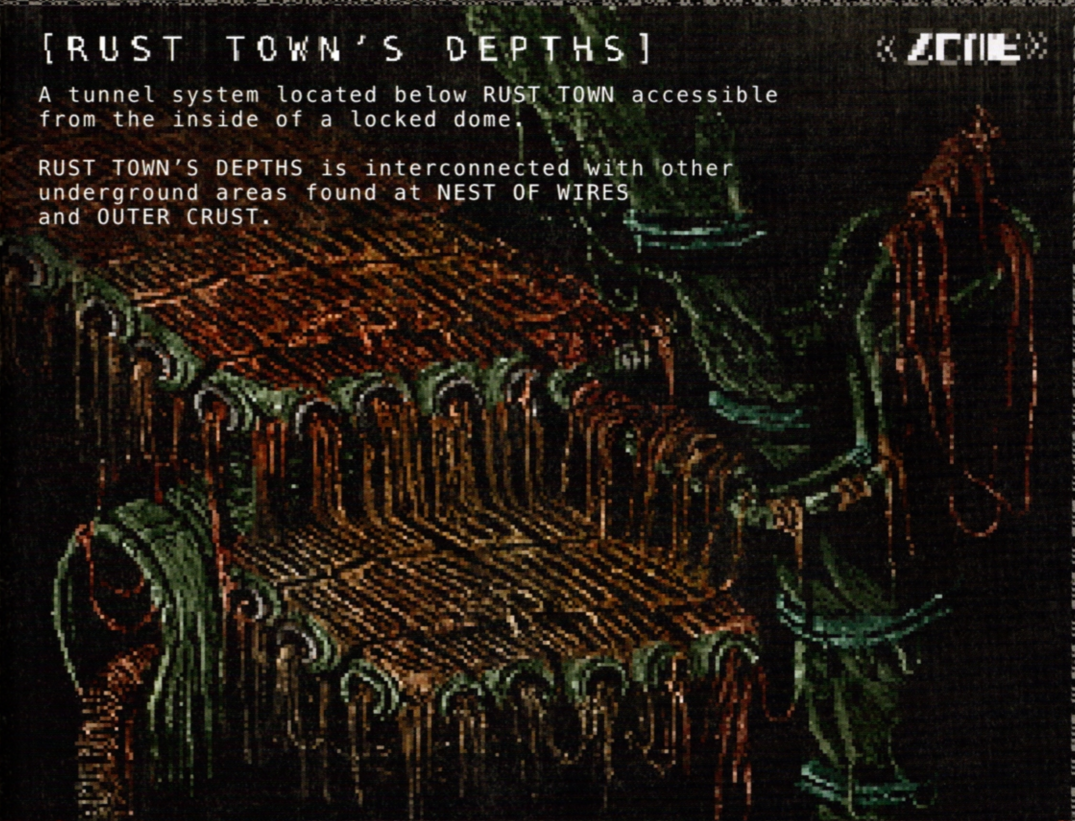


[B.B running away]

# [RUST TOWN'S DEPTHS]

A tunnel system located below RUST TOWN accessible from the inside of a locked dome.

RUST TOWN'S DEPTHS is interconnected with other underground areas found at NEST OF WIRES and OUTER CRUST.



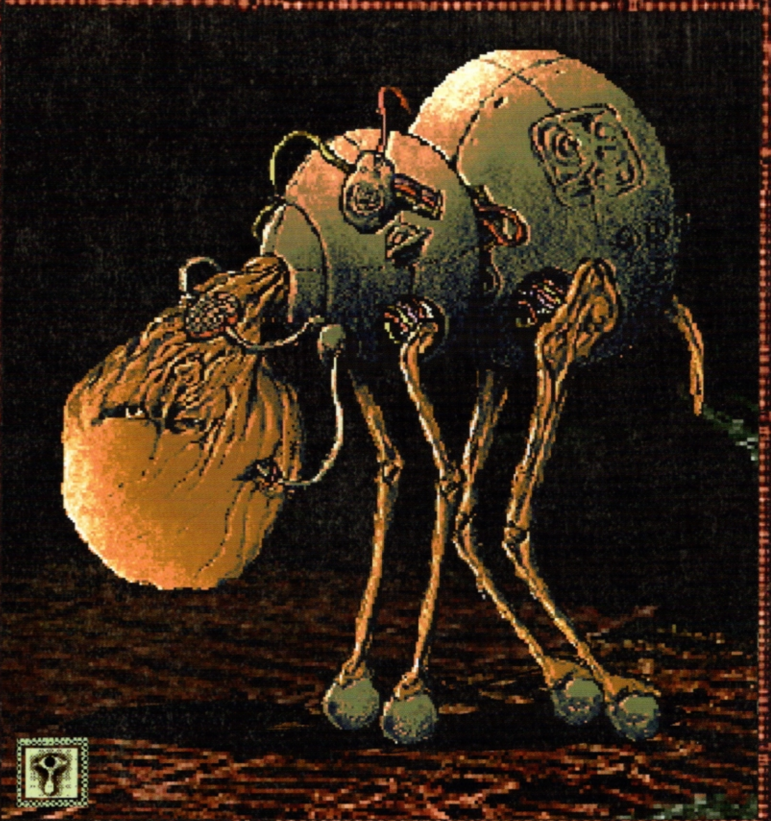
## ABYSS WALKER

A unique archaic vessel that inhabits the shadows.

ABYSS WALKER is quick to escape from all sources of light; he can only be spotted for a fraction of a second.

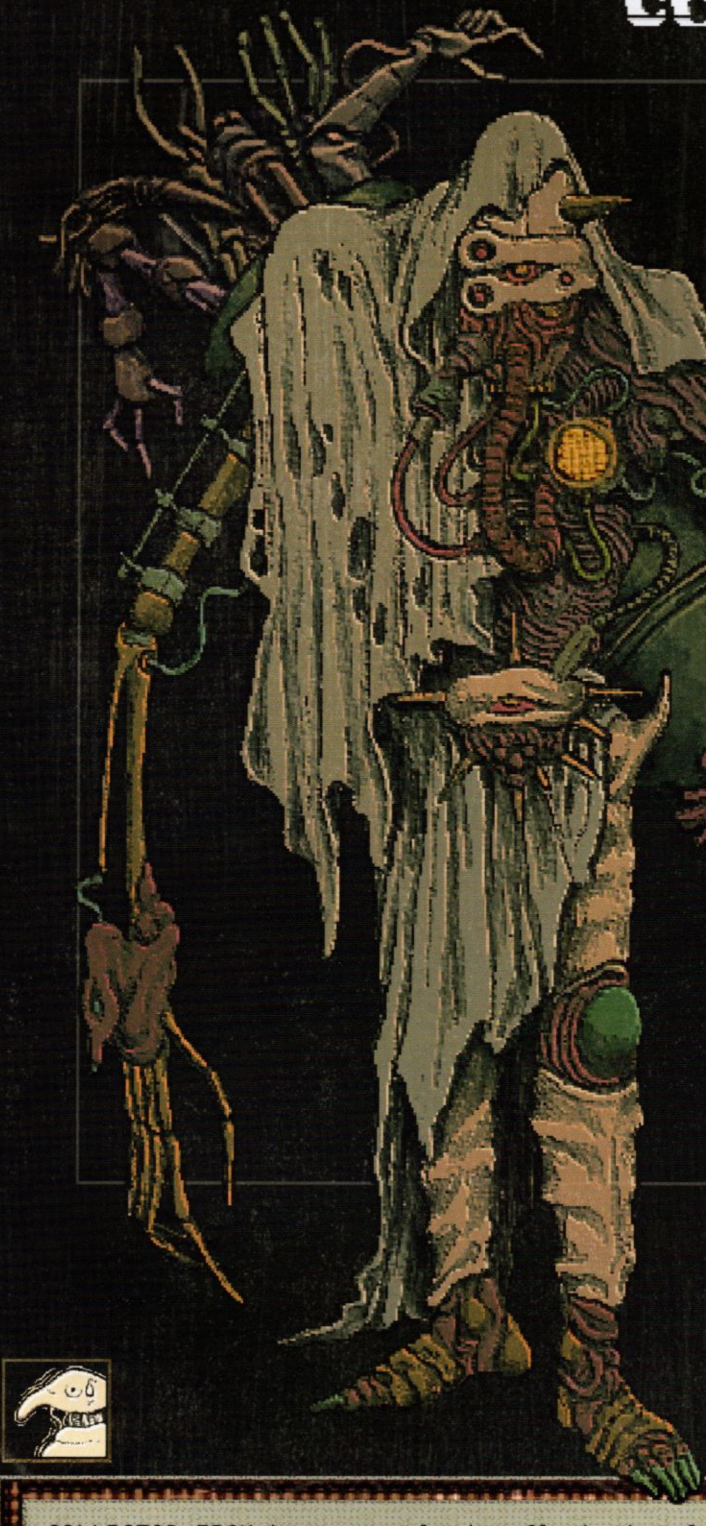
If THE HAND wishes to communicate with him, it must stay unmoving in pitch darkness and wait for ABYSS WALKER to approach first. [Breathing sounds intensify as ABYSS WALKER gets closer.]

**RUST TOWN'S DEPTHS is in complete darkness.**



# COLLECTOR ZIGK

A mad vessel in a rampage of endless dismembering.

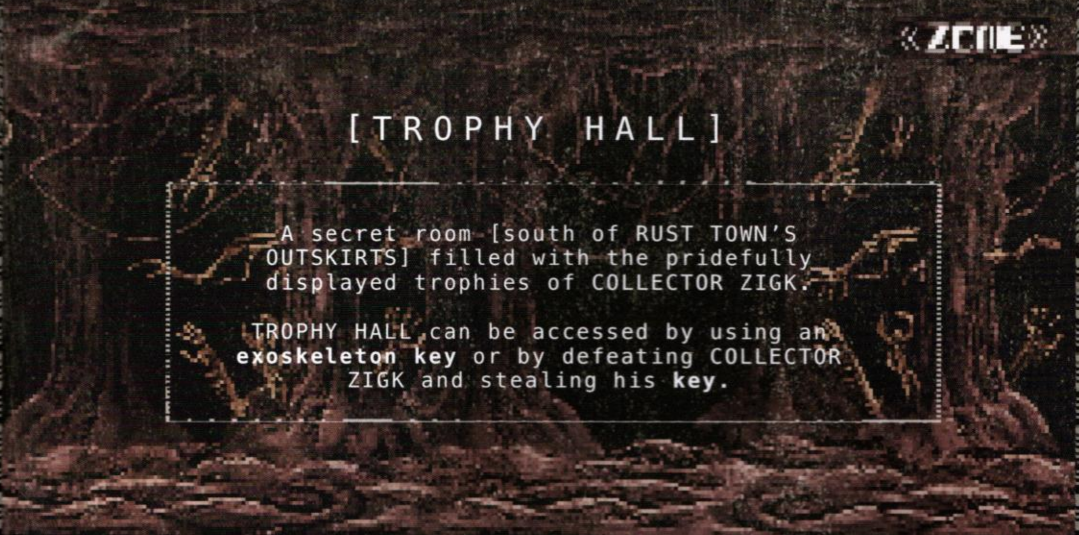


COLLECTOR ZIGK patrols the surroundings of RUST TOWN'S OUTSKIRTS in search of new **pieces** to add to his collection.

All stolen **pieces** are kept in his bag and eventually stored in his den [TROPHY HALL].

COLLECTOR ZIGK will emit a metallic shriek whenever THE HAND is in his sights

COLLECTOR ZIGK has a paralyzing flash that leaves THE HAND disabled for a short period of time. COLLECTOR ZIGK can harm THE HAND but will not kill it; his only desire is to rip off all its **pieces** and put them on display in his collection.



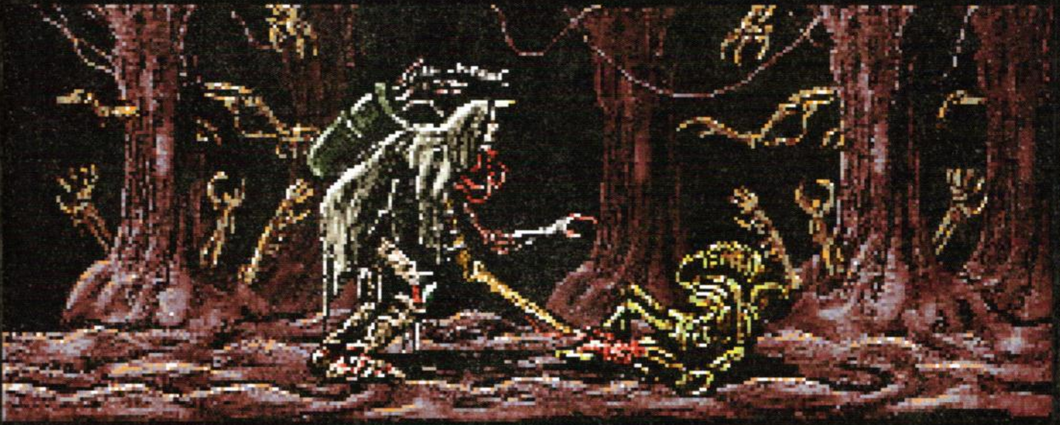
# [TROPHY HALL]

A secret room [south of RUST TOWN'S OUTSKIRTS] filled with the pridefully displayed trophies of COLLECTOR ZIGK.

TROPHY HALL can be accessed by using an **exoskeleton key** or by defeating COLLECTOR ZIGK and stealing his **key.**

TROPHY HALL will have on display 7 to 10 random high-value **limbs** and **weapons** alongside unusable ones [broken]. TROPHY HALL will also contain every non-unique **piece** that THE HAND has equipped itself with so far.

If THE HAND wears the **clear vessel** and offers at least 5 **pieces** to COLLECTOR ZIGK, he will grant THE HAND free access into his den [he will not be hostile toward THE HAND for as long as the **clear vessel** is equipped].



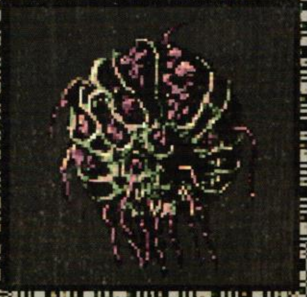
*Hand it to me… that beautiful flesh of yours… I will make it eternal.*

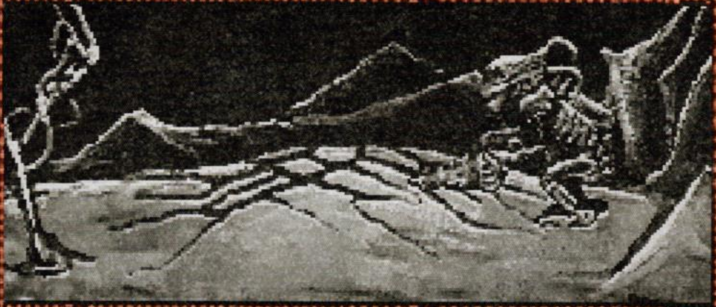
If THE HAND breaks into TROPHY HALL using an **exoskeleton key,** COLLECTOR ZIGK will show up shortly.

THE HAND can avoid the encounter by leaving TROPHY HALL in time or by hiding.

COLLECTOR ZIGK will ruthlessly hunt for THE HAND if it manages to escape from him.

An **exoskeleton key** is a rare single-use item that can open any regular locked door.



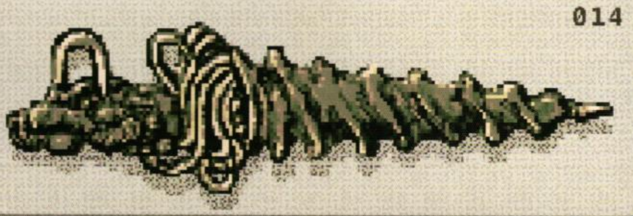


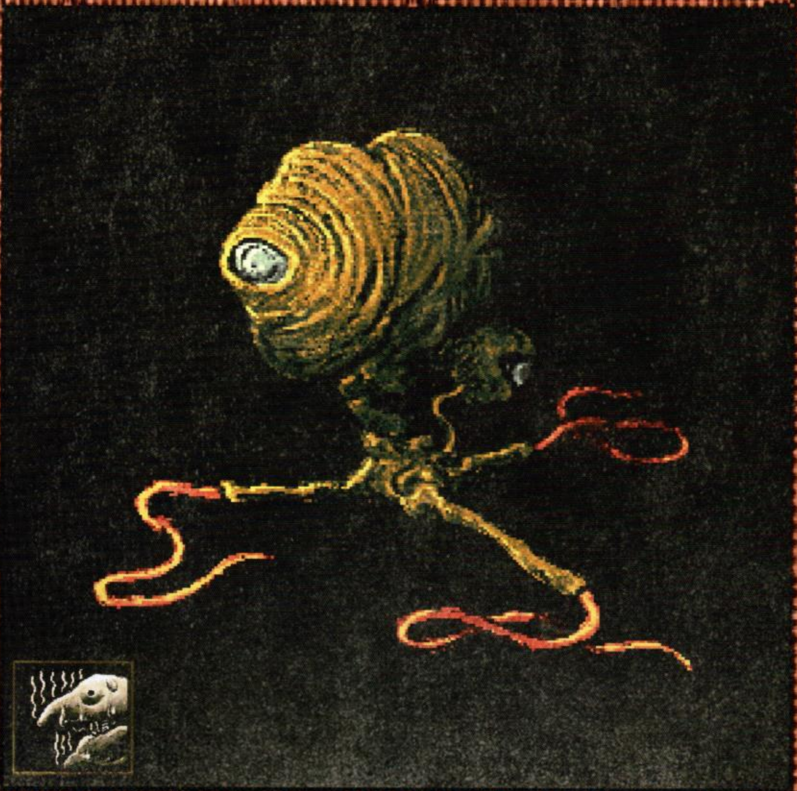
A crack can be spotted in the top of a sealed great dome in RUST TOWN'S OUTSKIRTS.

This is the only way to access the building.

To destroy the ceiling, THE HAND must use an **unmaker [014]**, a powerful drilling **tool** optimal for breaking through obstacles but too slow for combat.

014





# YELLOW WATCHER

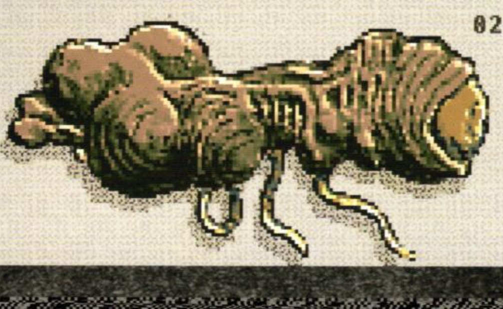
Hostile cytean organisms that creep around REDHOUSE, leaving a trail of **red bile** behind.

YELLOW WATCHER can overheat THE HAND just by staring at it, which can cause a meltdown. To avoid this, THE HAND must hide from YELLOW WATCHER's heat gaze or shoot at its eye.

YELLOW WATCHER can occasionally drop a **yellow glare [027]**, a heat ray capable of overheating other vessels and pseudovessels [inoffensive against cytea].

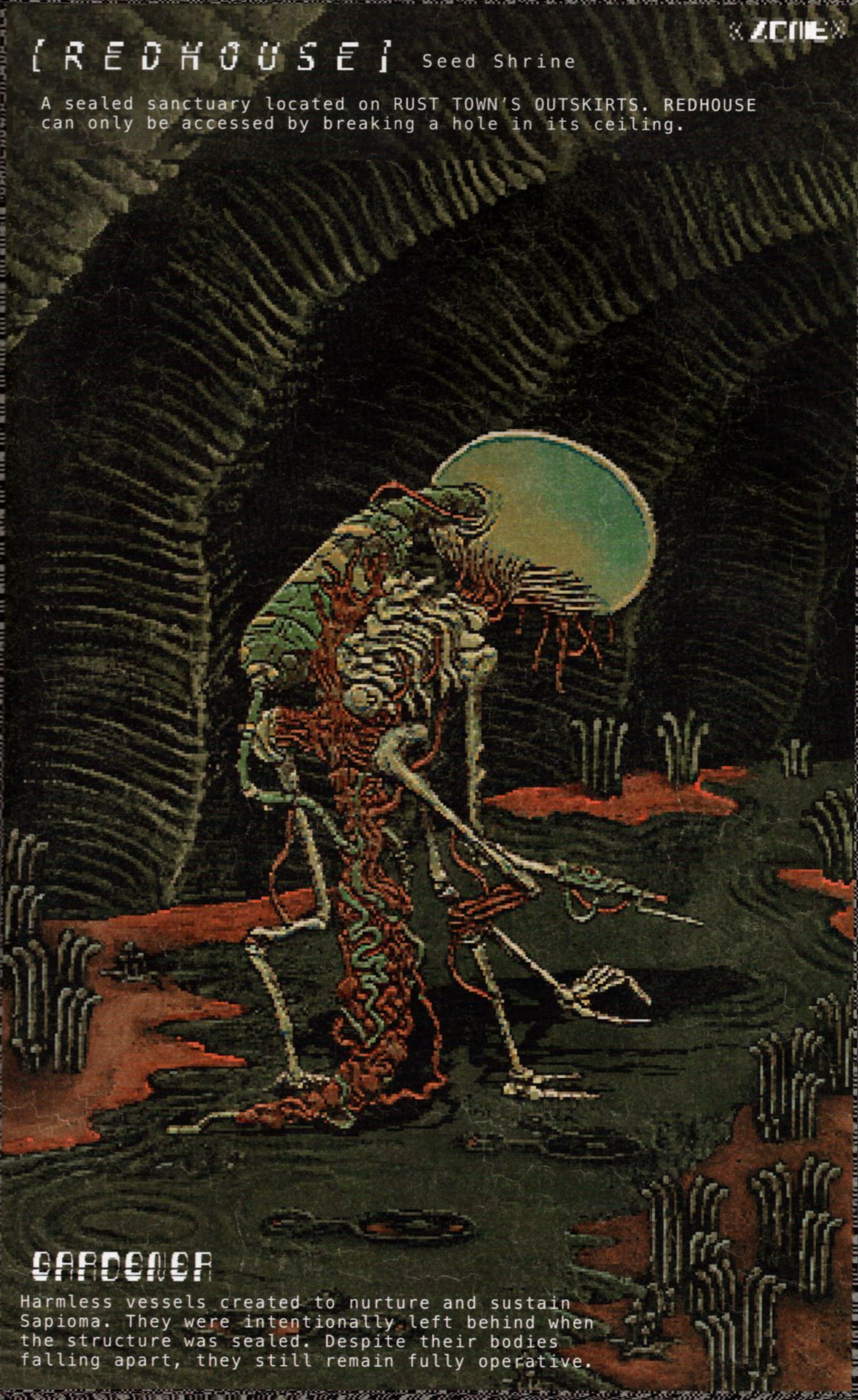
**Yellow glare** slowly heats up its user while firing.

027



# [REDHOUSE] Seed Shrine

A sealed sanctuary located on RUST TOWN'S OUTSKIRTS. REDHOUSE can only be accessed by breaking a hole in its ceiling.



## GARDENER

Harmless vessels created to nurture and sustain Sapioma. They were intentionally left behind when the structure was sealed. Despite their bodies falling apart, they still remain fully operative.

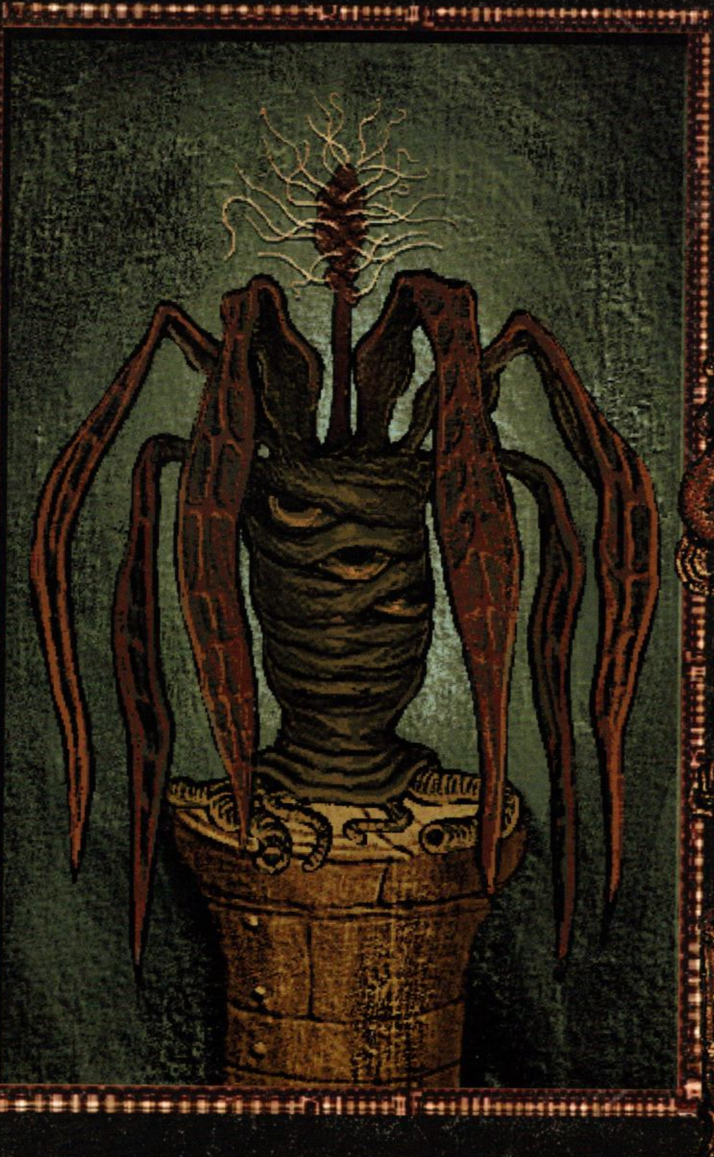
# SAPIOMA

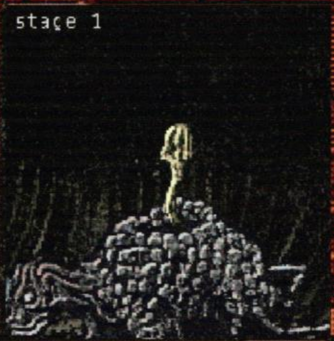
The last of its kind, a completely non-artificial life form from another time kept alive by GARDENER. Sapioma is the only organism capable of producing oxygen.

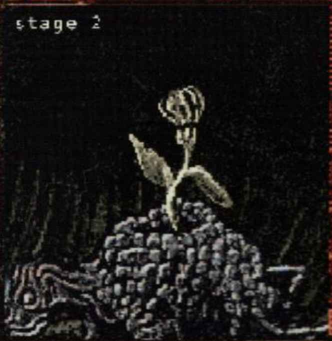
A seed can be taken from Sapioma, but merely touching it will end its life [Sapioma has remained on the verge of death for centuries].

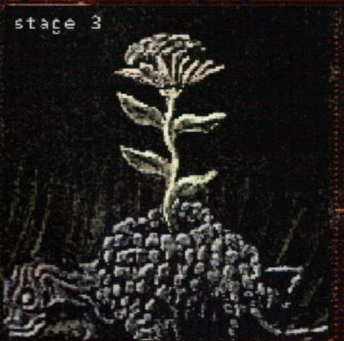
**Sapioma's seed** can be only planted in LIVING HOLE.

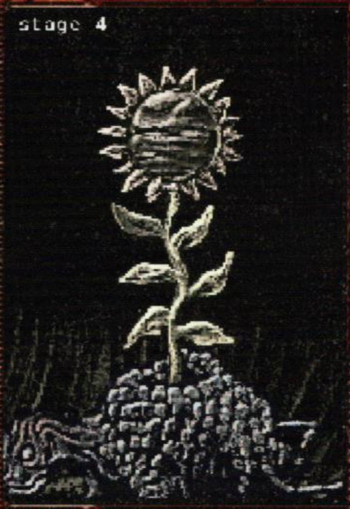
If **Sapioma's seed** is consumed, THE HAND will grow 1 **blood bulb.**







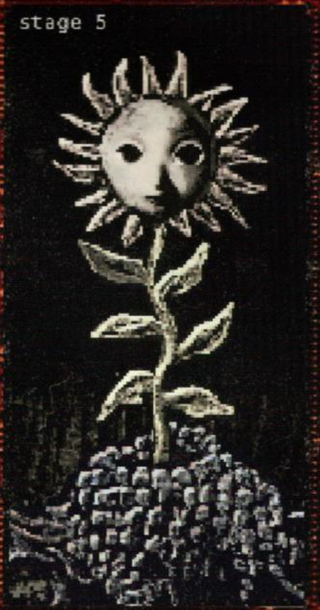


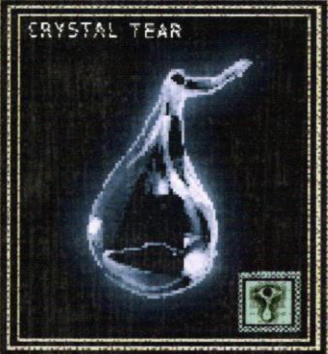


**Sapioma's seed** needs 1 **tear** to start growing. Each one of its following growth stages requires 1 **tear** more than the previous one [15 **tears** in total].

Once its final stage is reached, it will bloom into Lastborn Cassiel. When this happens, LIVING HOLE will stop following THE HAND and head to OUTER CRUST instead.

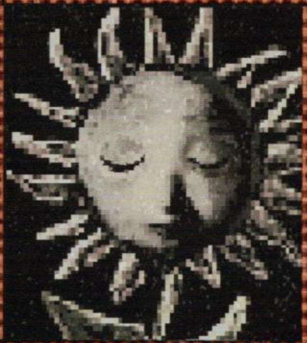
Lastborn Cassiel can be removed from LIVING HOLE and stored in the inventory, causing him to enter a profound slumber.





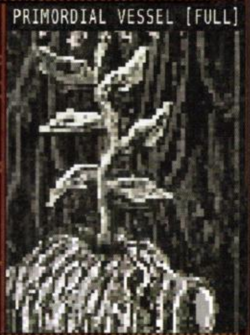
**Tears** are a clear liquid secreted by organisms and vessels capable of feeling emotions. They are rare to find and, instead of being dropped like regular items, must be collected directly from the source.

In order to collect **tears**, THE HAND must be carrying a **crystal tear**.



The soul of **Lastborn Cassiel [slumber]** can be transposed into the **primordial vessel**, leaving his plant matter behind.

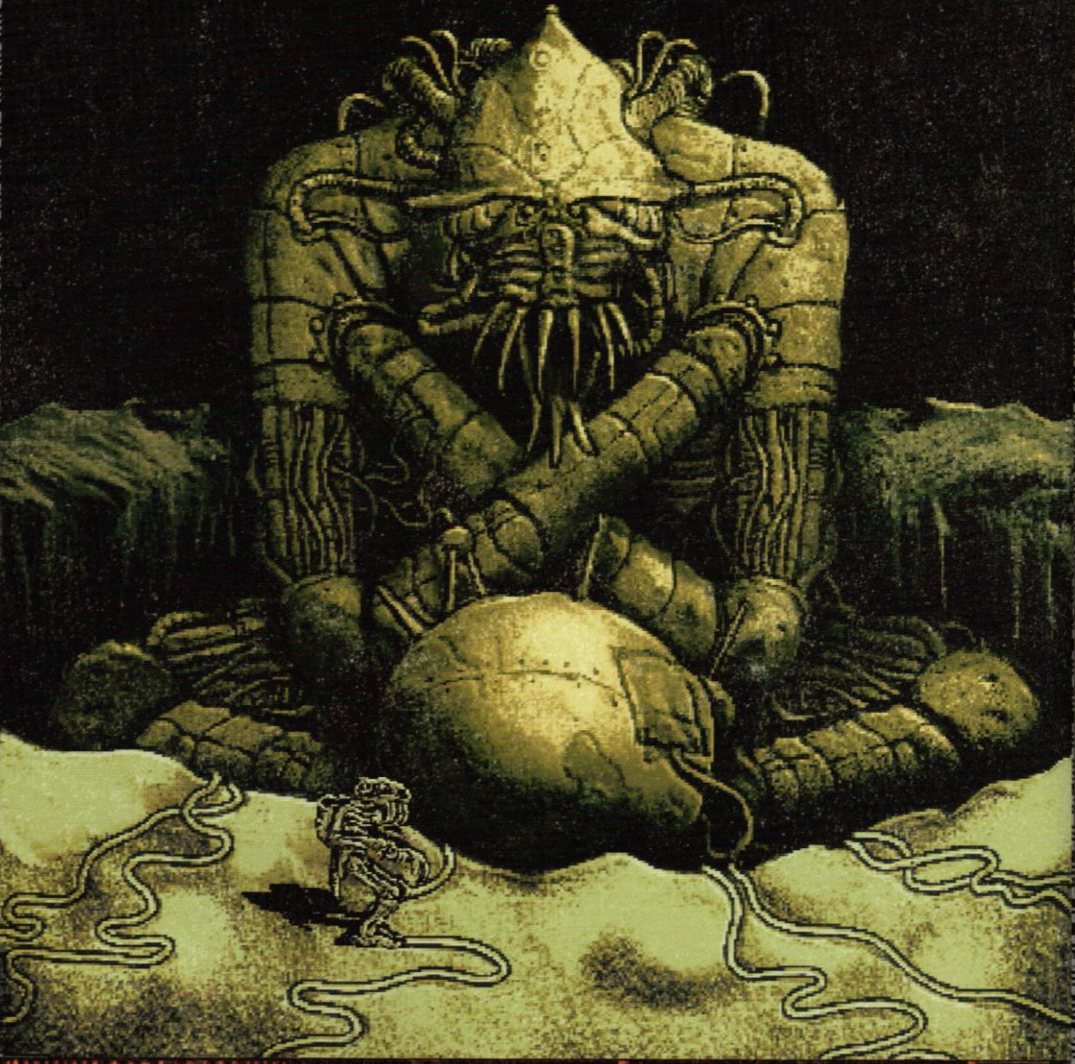
**Lastborn Cassiel [slumber]** can also be placed inside OBek's empty pod [it will open if THE HAND is carrying him]. Doing this will end the journey [RAPTURE].

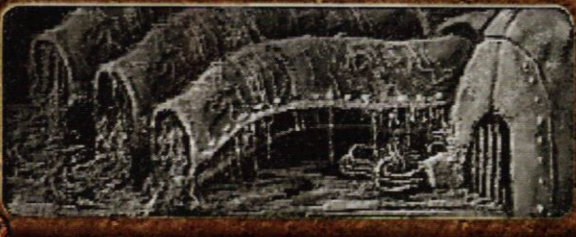


# [GESTATION CHAMBER]

«ZONE»

Immense biomachine used for the expansion of OBek and the creation of exceptional vessels. This chamber is the only one remaining from the five original ones that towered around OBek.

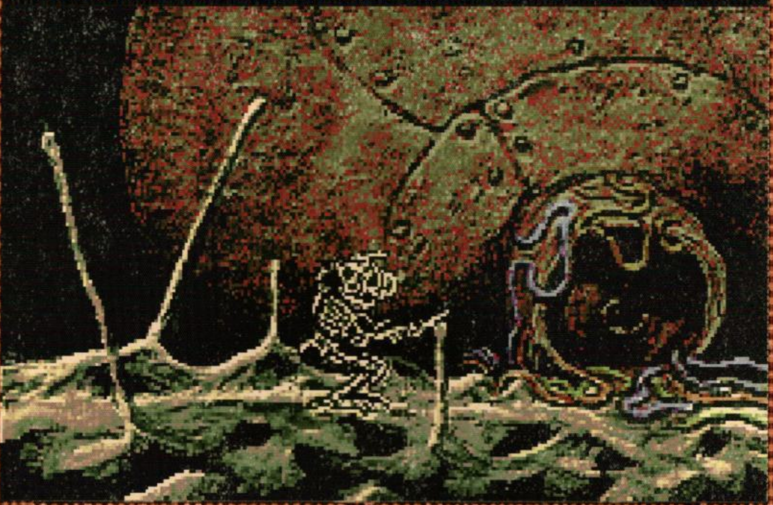




The area where GESTATION CHAMBER rests can be reached by using **[014]** to break through one of the clogged residual pipes near NEST OF WIRES.

A metallic rattle can be heard echoing from far away. The sound becomes clearer as THE HAND approaches the great structure.

The insides of the biomachine can be accessed by a locked gate in one of its sides.

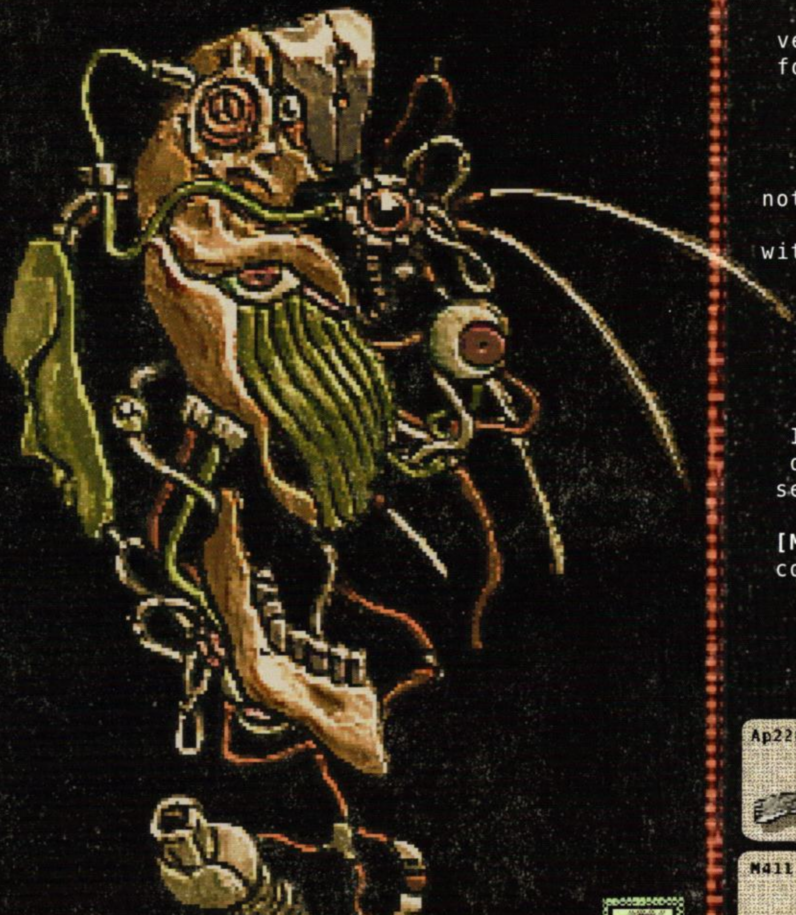


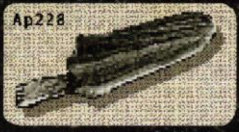
# UNBORN

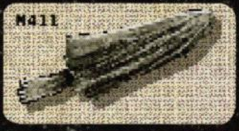
A singular vessel can be found inside, floating in silence.

UNBORN does not attack nor communicate with THE HAND. If THE HAND leaves the room, the vessel will disappear.

If UNBORN is destroyed, a set of **limbs**, **[Ap228]** and **[M411]**, and a corrupted **mem unit** can be looted from its corpse.





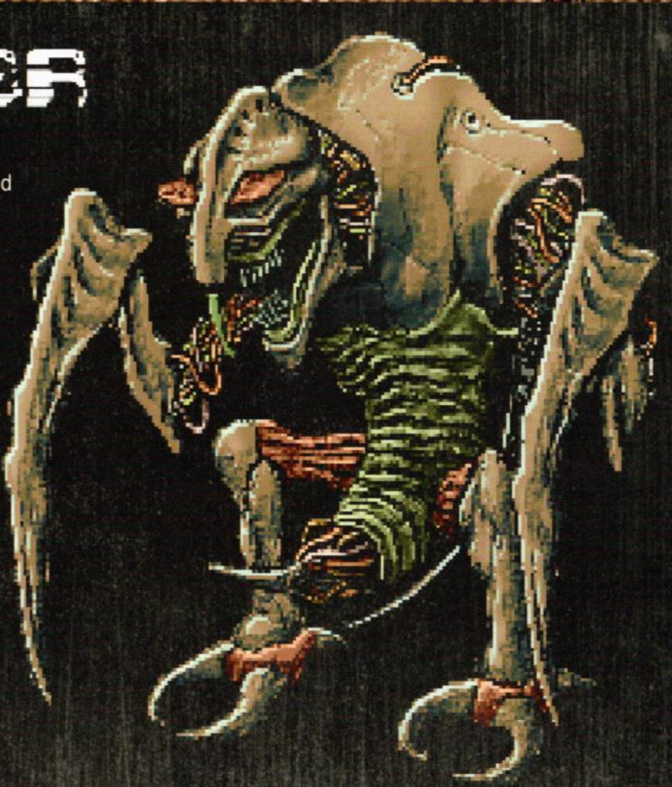


# RIPPER

Rare hostile vessels that patrol restricted areas of high importance.

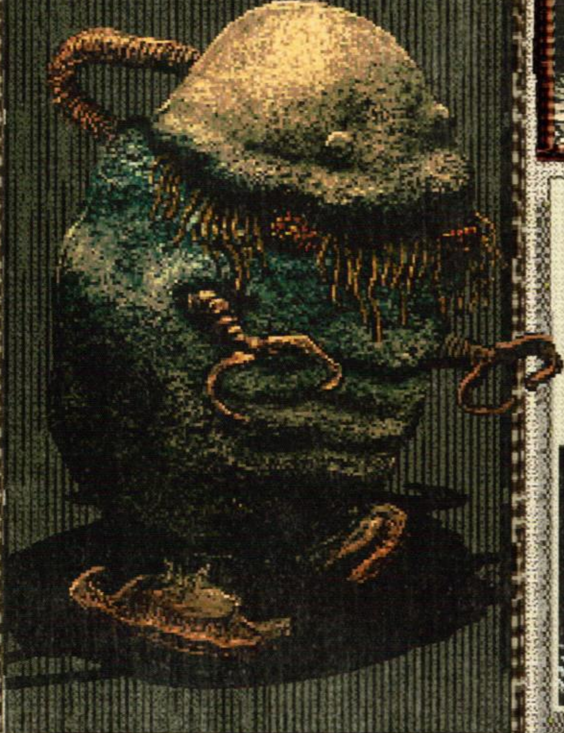
RIPPER is strong, agile, and resistant; it was previously used as a security measure.

Unlike most other vessels, RIPPER was created manually after the fall of OBek with the intention of finding the traitors to the artificial god and preventing further attacks.



*[RIPPER approaching maliciously]*

# EGGET-B

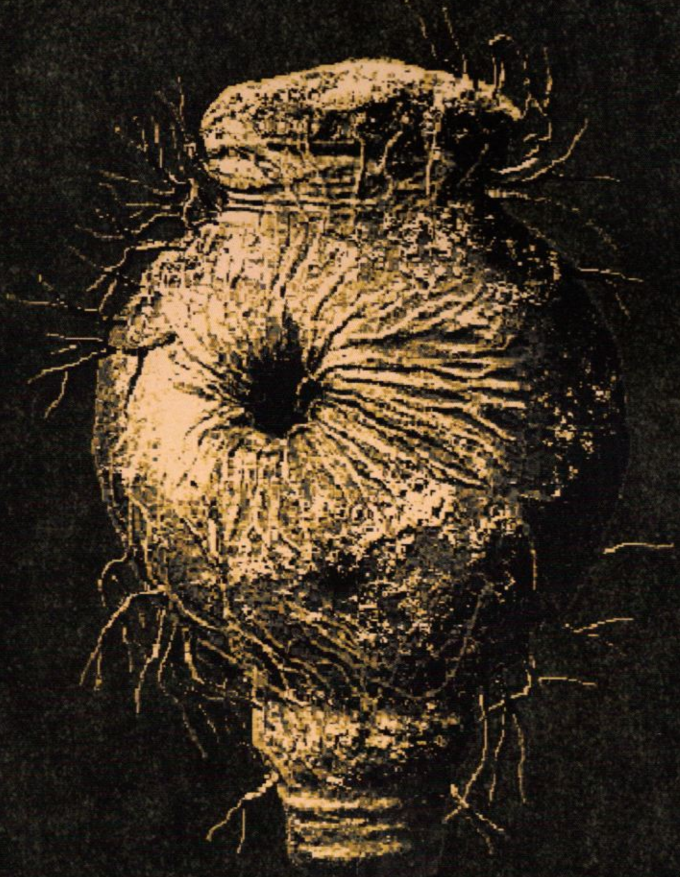


Tiny elusive automatons and bearers of valuables.

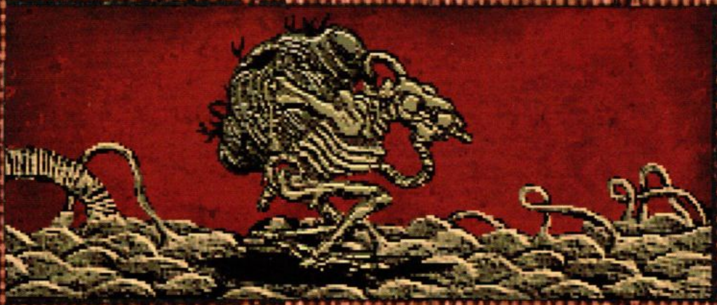
EGGET-B is a moving container commonly found throughout the world. It runs away from THE HAND at first sight.

Items and **bile** can be looted from EGGET-B once it is destroyed.

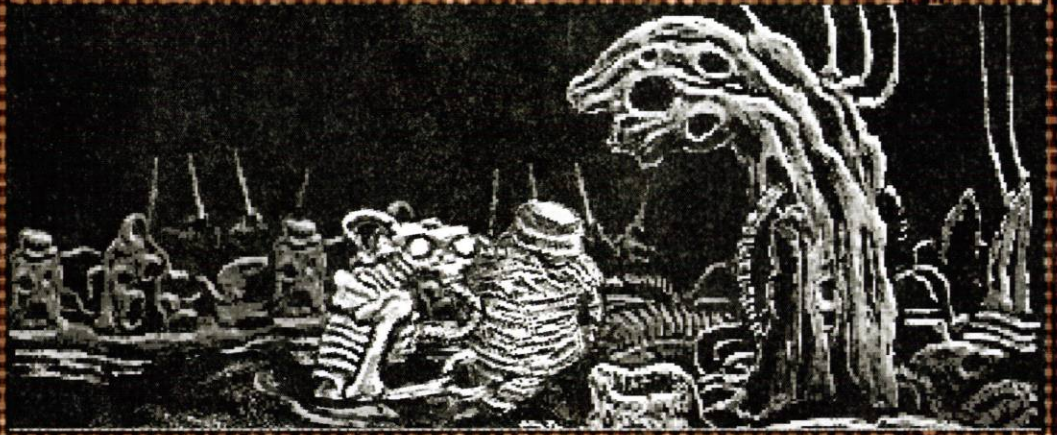
# PRIMORDIAL VESSEL



A heavy ancestral relic, older than vessels. This archaic recipient is a testament to a forgotten era. A faint breathing can be heard from within.



THE HAND can carry the **primordial vessel** on its back wherever it goes; carrying it will drastically affect THE HAND's mobility.

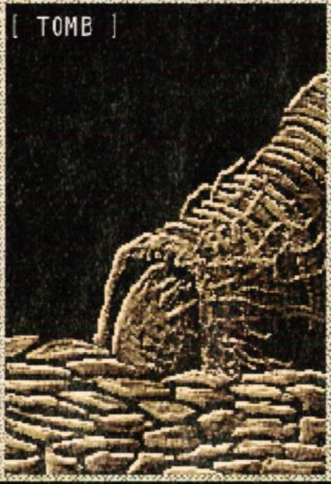


The **primordial vessel** is an extremely fragile object; it will shatter with a single hit. It can be coated in resin with the help of ANCESTOR to prevent it from breaking.

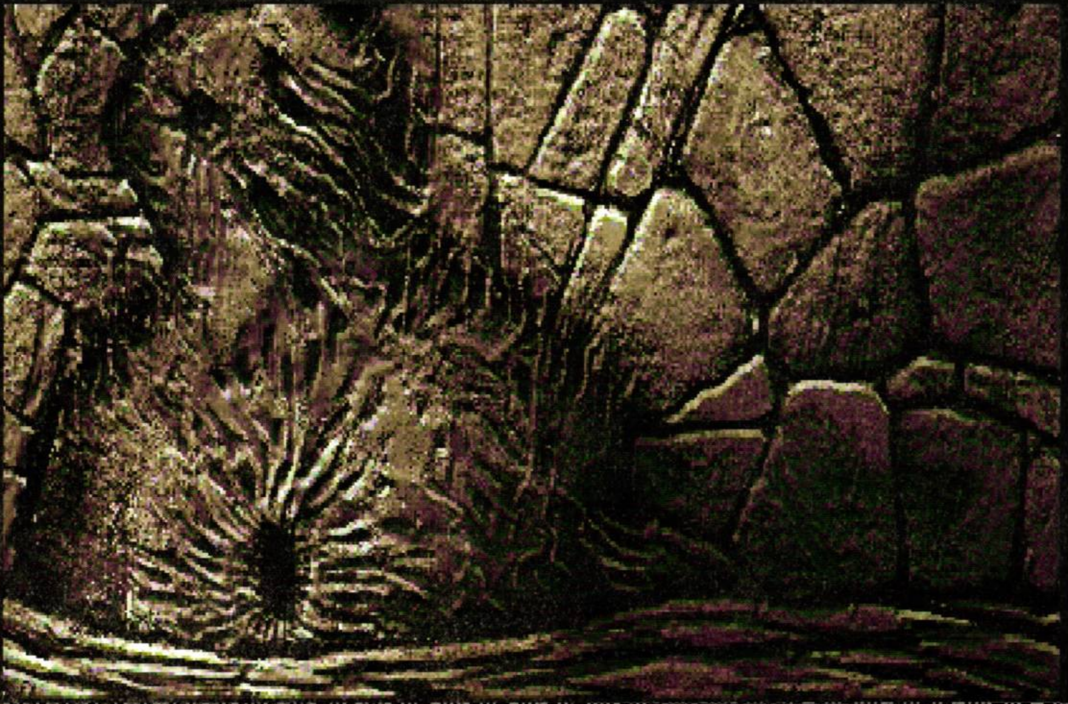
# [ TOMB ]

Hidden inside TOMB [secret area accessible from OUTER CRUST], a large ancient monument can be found. This structure has a small cavity in which the **primordial vessel** can be placed.

Transporting the **primordial vessel** to TOMB may be an arduous task.

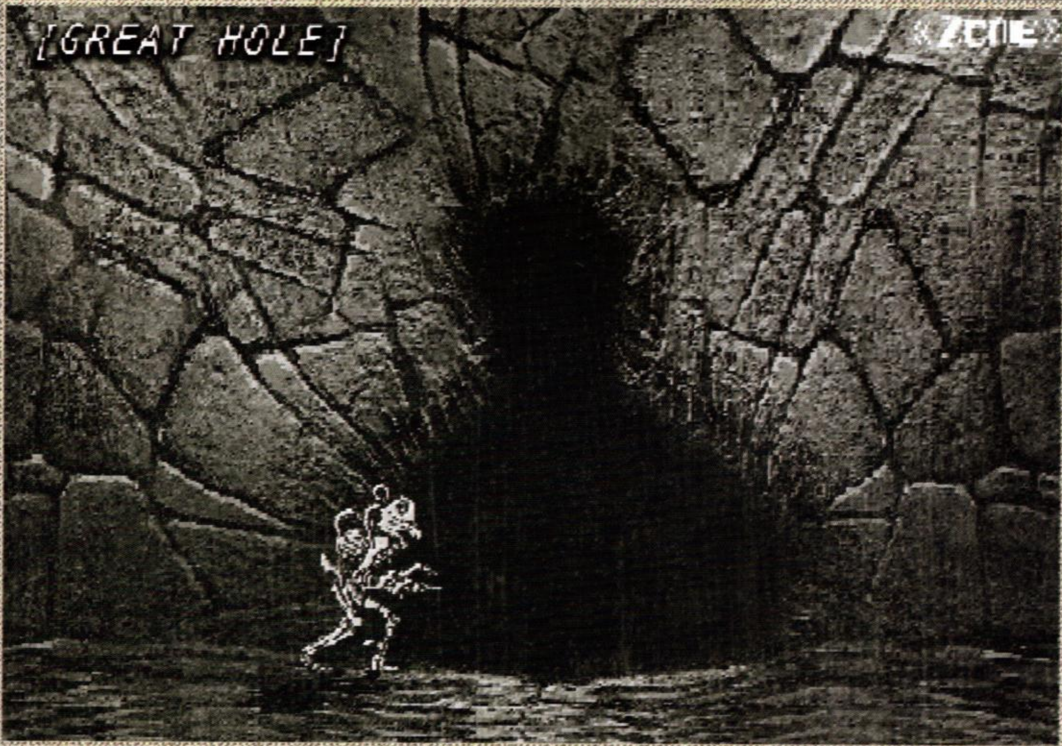


« ZONE »



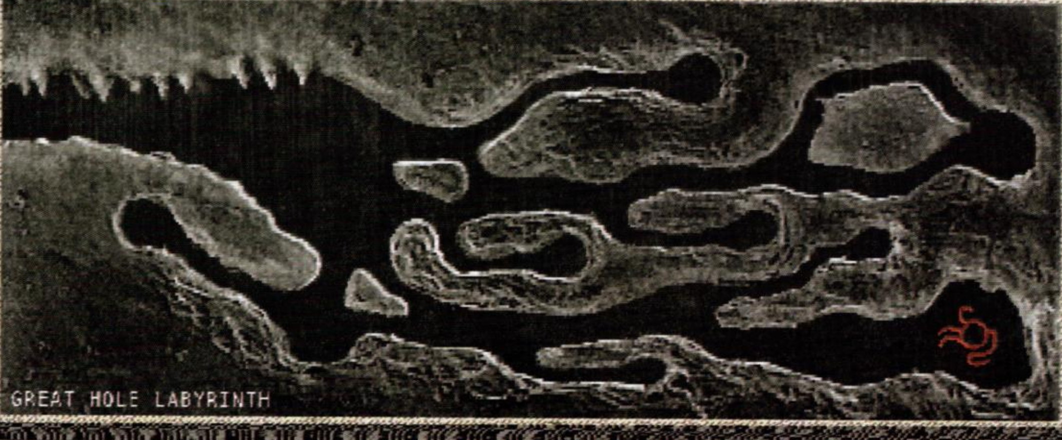
Placing the **primordial vessel** in the cavity will cause the monument to collapse into dust, unveiling a hidden passage [GREAT HOLE]. Doing this will also destroy the **primordial vessel.**

A muffled murmur can be heard coming from within.

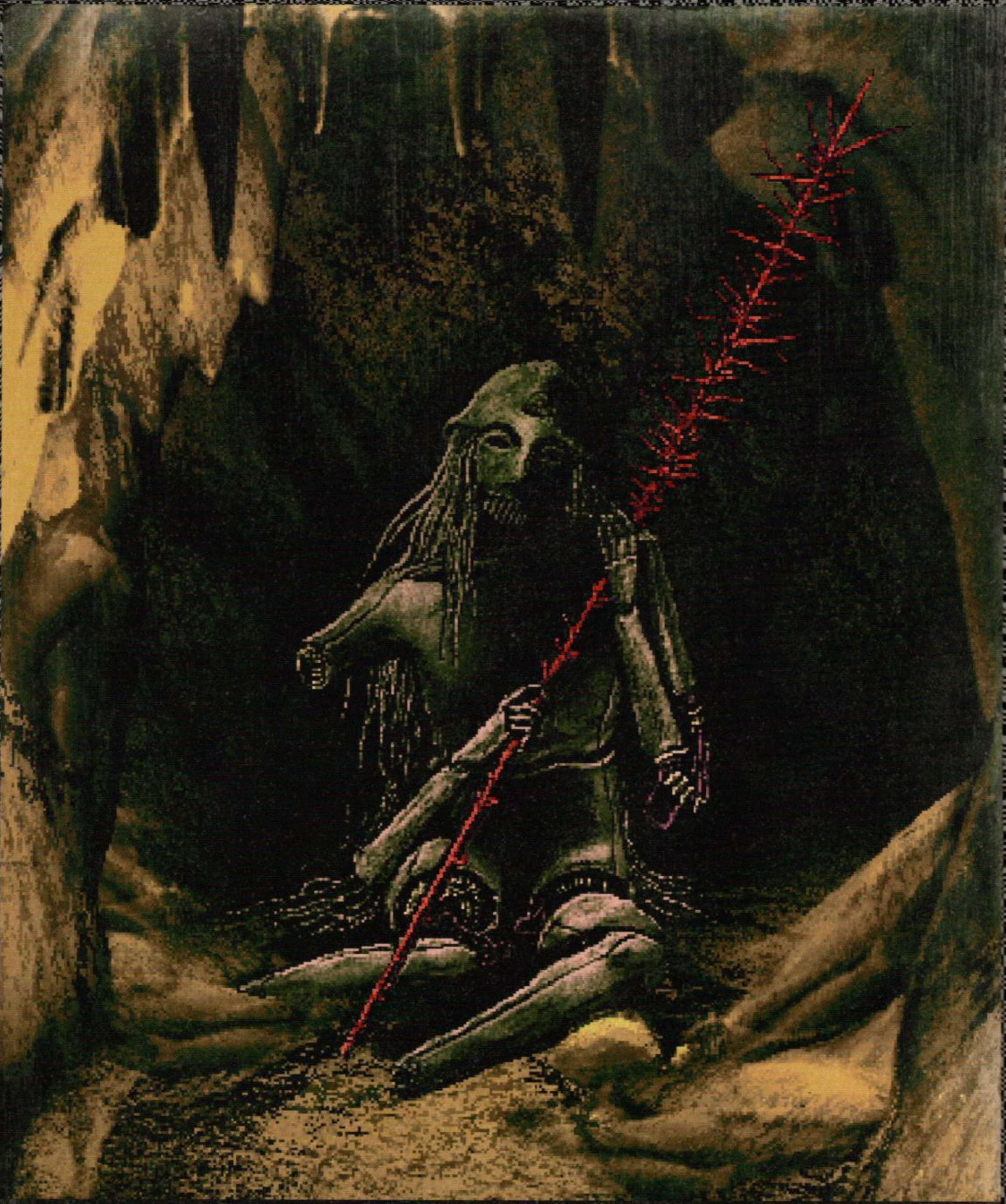


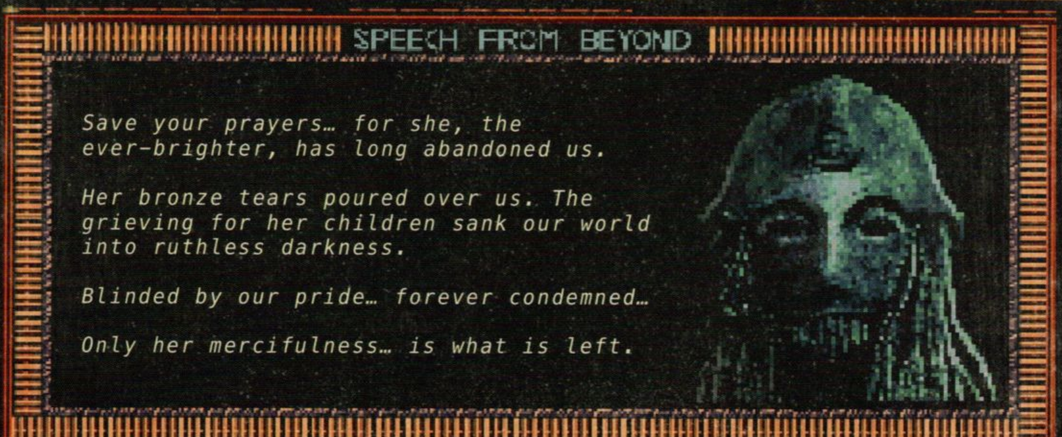
GREAT HOLE is a network of tunnels that branch into dead ends and collapsing floors. Some of the chambers found here have abnormally large living organs [eyeball, tongue, lungs, and pancreas].

Following the murmurs will lead THE HAND to a room with the remains of a rare vessel resting against a wall, tightly holding **[000]**. As THE HAND gets closer, a disembodied voice will warn it.



GREAT HOLE LABYRINTH





SPEECH FROM BEYOND

Save your prayers… for she, the ever-brighter, has long abandoned us.

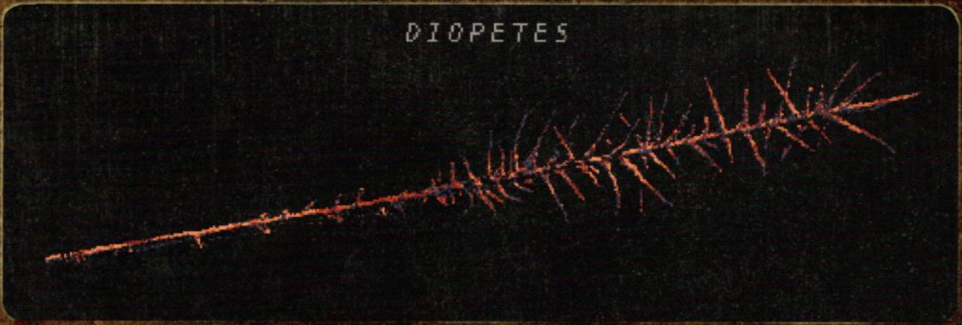
Her bronze tears poured over us. The grieving for her children sank our world into ruthless darkness.

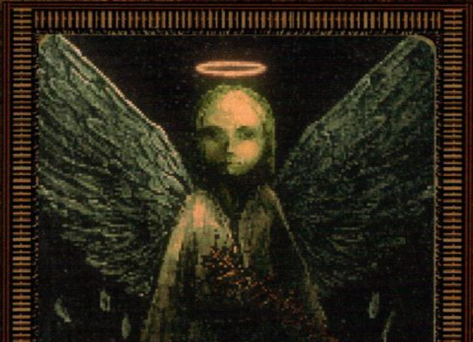
Blinded by our pride… forever condemned…

Only her mercifulness… is what is left.

THE HAND can take **Diopetes [000]** from the remains. It is a unique **weapon** of daunting destruction capable of vanishing anyone who opposes its bearer [gone after a single use].

**Diopetes** was left behind by a mother of light whose last wish was to free her children from the eternal torment of mankind.

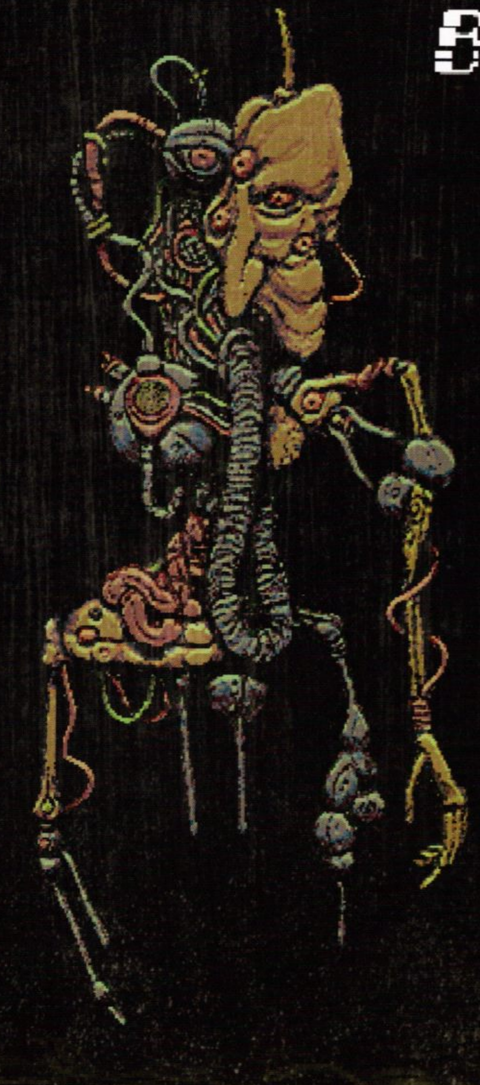




**Diopetes** is the only **weapon** capable of killing divine beings.

Angels exist in a plane away from all living beings and vessels, but sometimes they cross the veil between realities to visit this world. Even in their tangible form, they are immune to all forms of physical damage.

# BROADCASTER



A non-aggressive vessel of vast knowledge created for archive-maintenance tasks and informative purposes. His duties have long lost their meaning.

BROADCASTER speaks using poor-quality audio recordings from the archive.

BROADCASTER resides in RADIO TOWER.

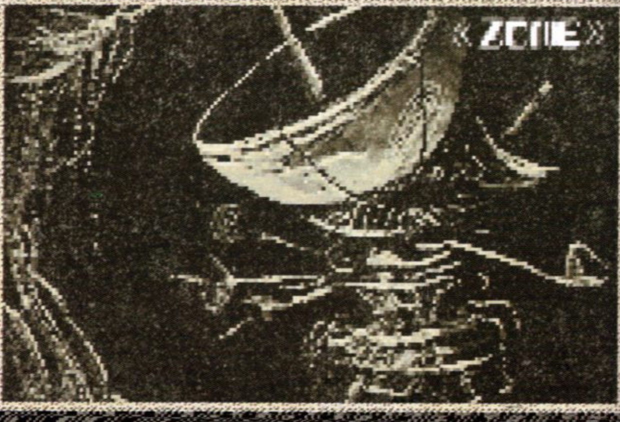
RADIO TOWER preserves each significant audio recording in history digitalized and carefully archived.

Even though BROADCASTER was designed purely as an automaton, the exposure to the recordings has dramatically reshaped his body and mind.

## [RADIO TOWER]

A grand building with countless archives left abandoned and its only occupant absorbed in an endless mission.

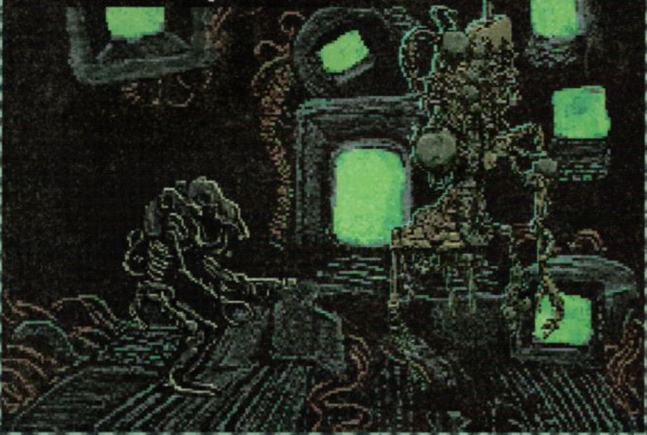
RADIO TOWER is located on RUST TOWN'S OUTSKIRTS.



RADIO TOWER can be accessed by using a **key**.

THE HAND can acquire the title of BROADCASTER by killing him. If this happens, all others will refer to it by this name from now on [this act does not have any other repercussions].

[THE HAND listening to BROADCASTER]



## BROADCASTER SPEECH

Gsssh… *The floor is red. The sky is black. The mother is gone… And so is the Sun.*

Gsssh… *My lungs… they burn… the pain… the blood…*

Gsssh… *Mooooommyyy, pleeeeease! Spaaare meeeeee!*

Gsssh… [Voice 1] *I saw her again, the girl in my dreams, but this time she was full of joy. Her eyes were dripping sapphire tears, and her skin was casting a gentle glow.*

[Voice 2] *What did she say this time?*

[Voice 1] *She whispered, "It's over."*

Gsssh… *Dominus tecum. Benedicta tu in mulieribus, et benedictus fructus ventris tui. Gsssh… Ora pro nobis…*

Gsssh… *Year 0000, VSL-BRDCSTR about to check data storage… Tower functions… stable. Broadcasting… stable. Storage… Error! Full! Error! Please, empty the storage device.*

Gsssh… *Am I condemned to forever remember these borrowed memories?*

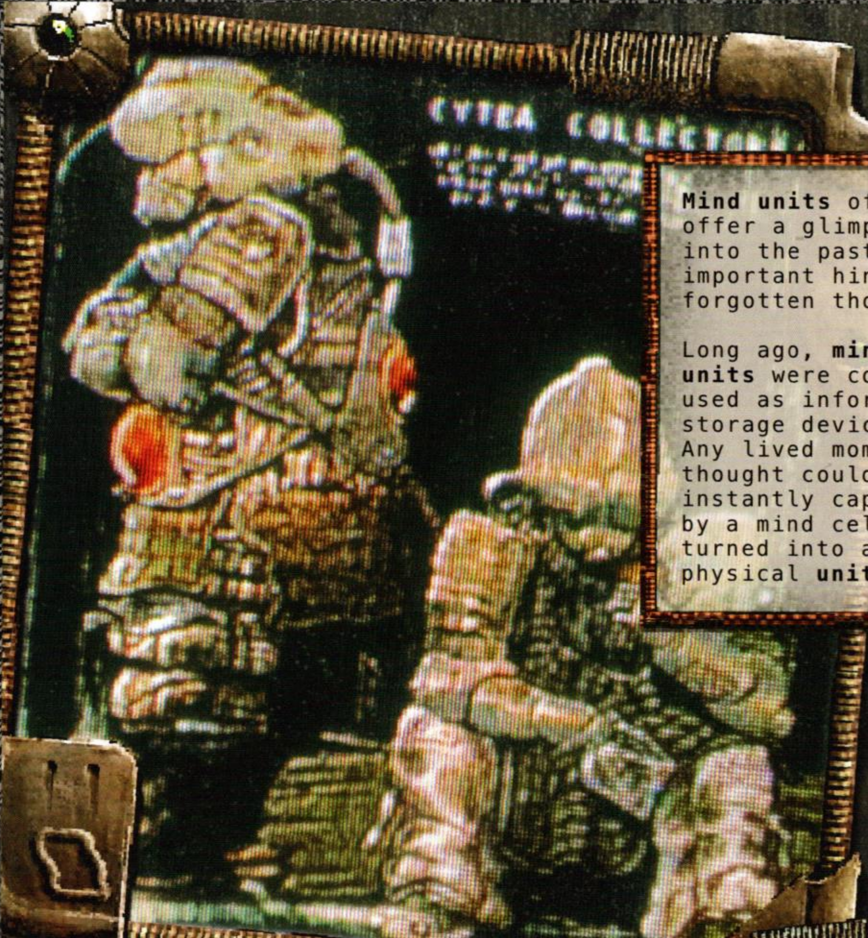
Gsssh… *These walls are my sanctuar— Gsssh… my prison. I live surrounded by ghosts— Gsssh… memories of every single error and triumph. A better life— Gsssh… I have witnessed desires… fears… loss… and love. I wish I lived… and died.*

Gsssh… *But here, I remain as a mere spectator, a keeper of the voices.*

Gsssh… *Gsssh… Vessel, will you remember the one who remembers?*

Gsssh… *Perhaps… my existence is not worth remembering. For… what have I done…? Besides thinking what's been thought, walking what's been walked. I don't have… control.*

Gsssh… [Voice 1] *Buy! Buy! Buy! Gsssh…* [Voice 2] *The first-ever noiseless, completely silent drape runners. Keep your curtains quiet!*



**Mind units** often offer a glimpse into the past, important hints, or forgotten thoughts.

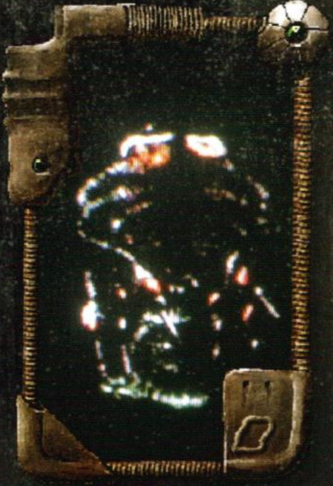
Long ago, **mind units** were commonly used as information storage devices. Any lived moment or thought could be instantly captured by a mind cell and turned into a physical **unit**.

*[life before vessels]*

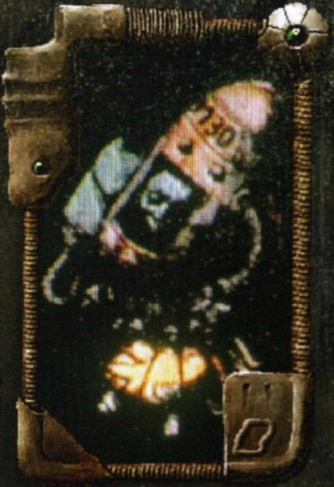
*[close-up of an enemy's weakness]*

WORDS FROM ABOVE

*[poem]*

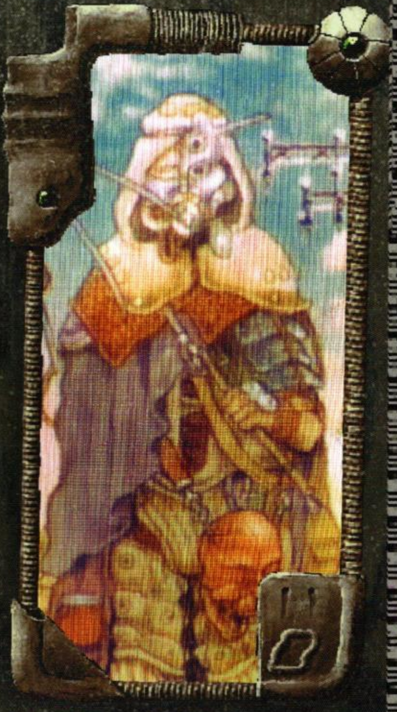


[Tom]

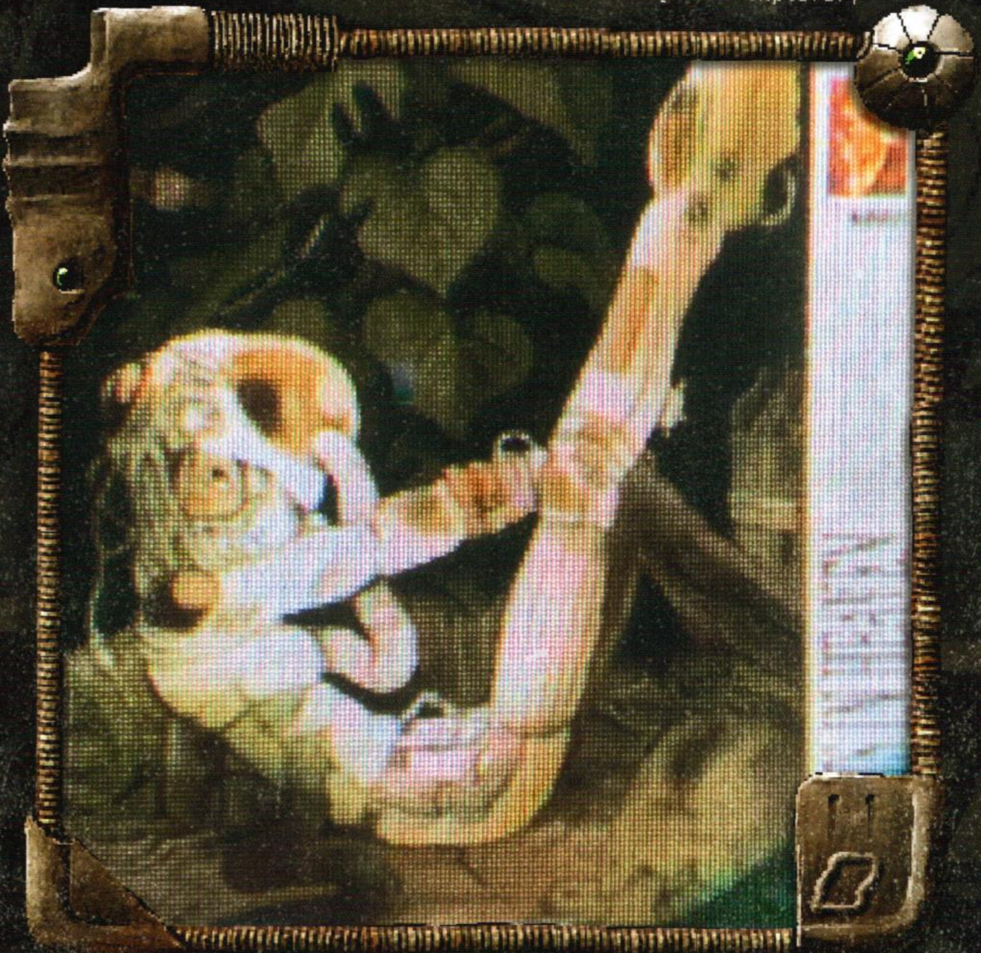


[portable medic]

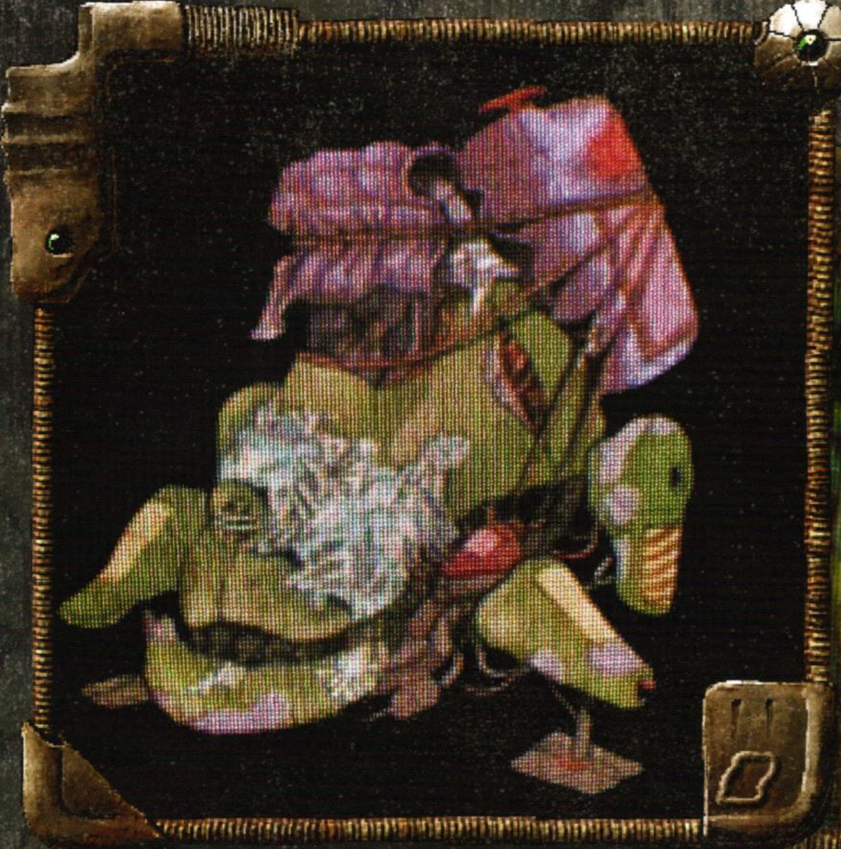
**Mind units** played a very important role in information wars. With them, secrets and forbidden data became more easily obtained.



[Crust explorer]

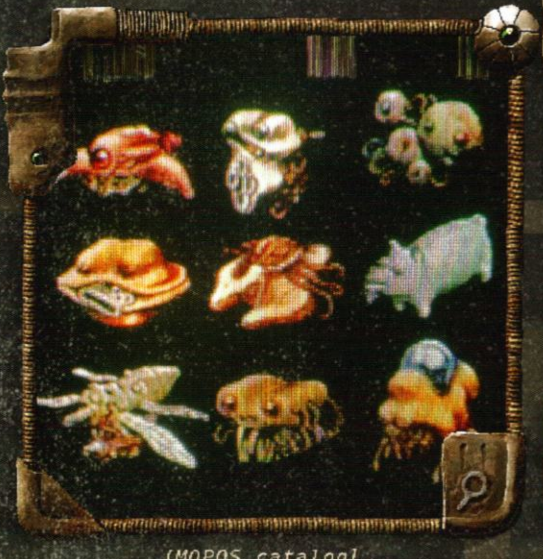


[No Lights in Heaven]

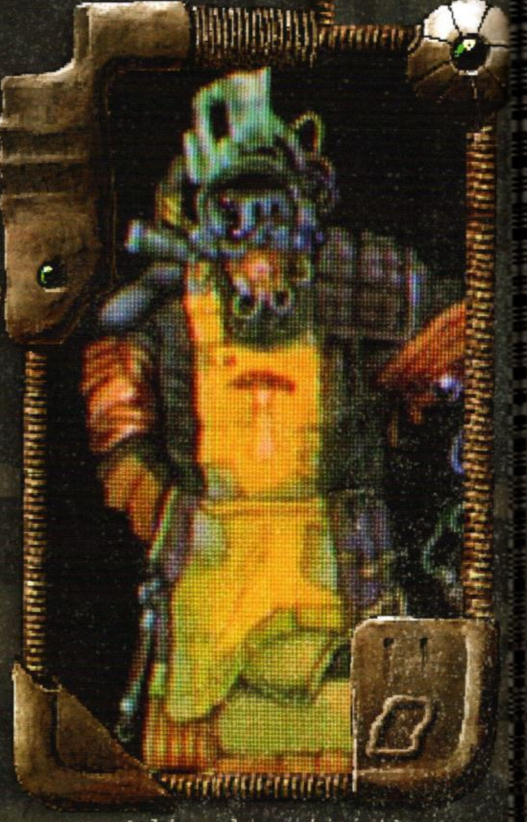


*[abandoned long-distance vehicle]*

Disconnection was often used as a desperate measure to protect one's data. This process corrupted the mind cell, making its **units** inaccessible.



*[MOPOS catalog]*

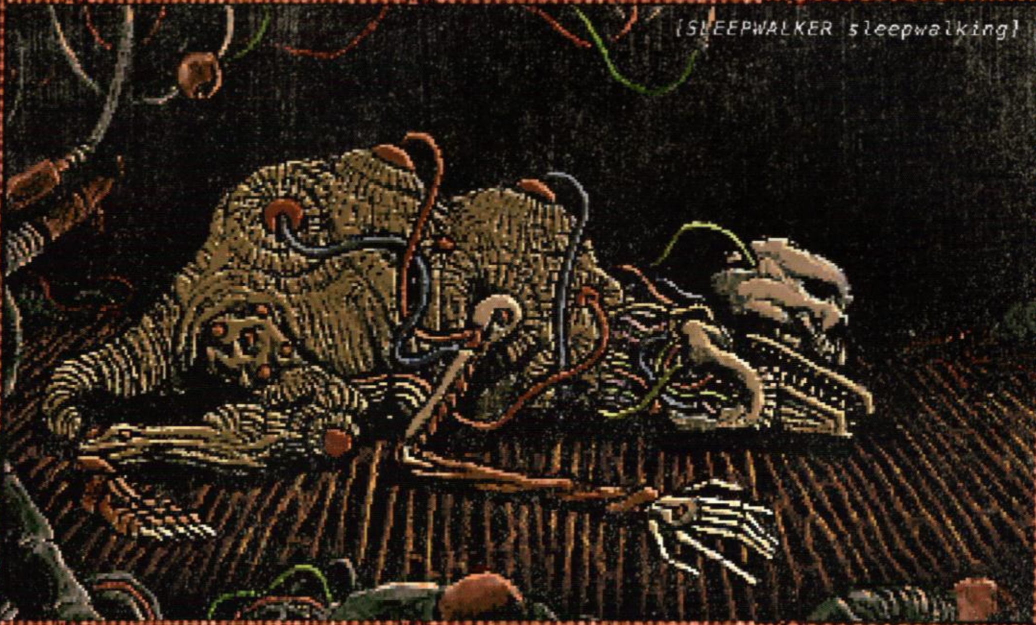


*[old-world machinist]*

# SLEEPWALKER

Dreaming Vessel

A unique vessel that dwells in the lower levels of NEST OF WIRES. SLEEPWALKER blocks the access to BEMA [area situated beneath OBek].



[SLEEPWALKER sleepwalking]

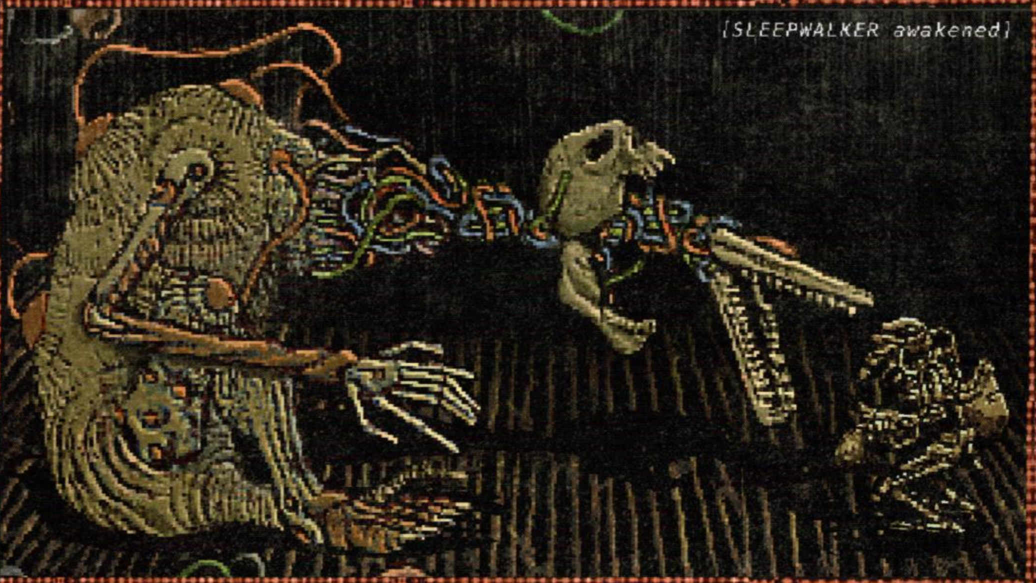
While dormant, SLEEPWALKER crawls erratically around the room at a slow pace.

SLEEPWALKER lacks any kind of vision, but possesses a very sensitive decibel detector; it will be awakened by the slightest sound.

If SLEEPWALKER wakes up, it will attack THE HAND with an extremely devastating bite.

SLEEPWALKER can extend its neck in order to quickly bite THE HAND [even on the run].

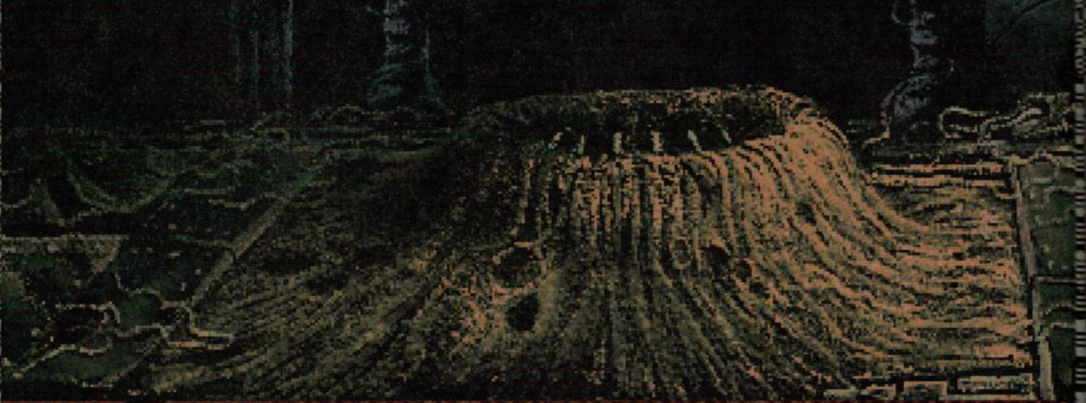
If THE HAND throws an item, SLEEPWALKER will follow its sound.

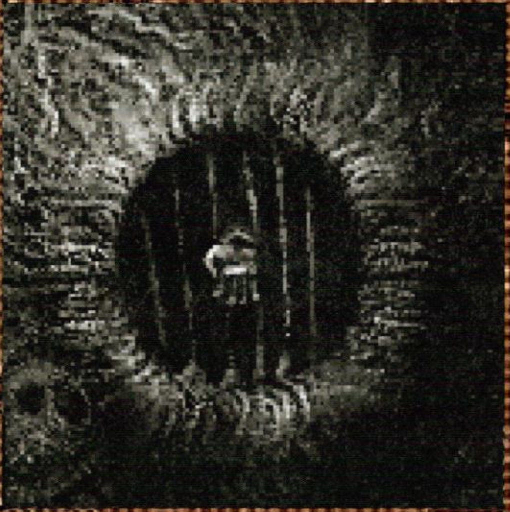


[SLEEPWALKER awakened]

# [WELL OF GREED]

A blocked well made of primal waste located in an isolated room in BEMA.



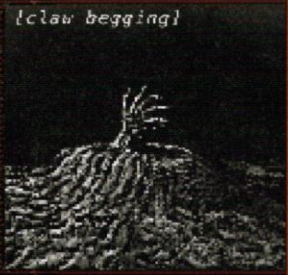


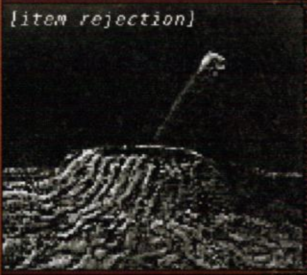
When THE HAND approaches WELL OF GREED, a black cadaverous claw will emerge from it. This claw is hostile; it will attack anything that gets close enough.

The claw will retreat into the well if THE HAND walks away.

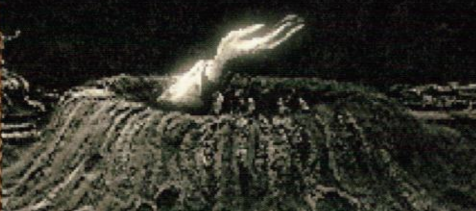
Any small vessel companion that comes close to the claw will be dragged down into WELL OF GREED and be violently devoured.

Regular projectiles and **weapons** cannot hurt the claw.


[claw begging]

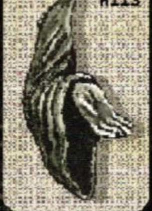

[item rejection]

THE HAND can throw items into WELL OF GREED. If an item does not please its prisoner, it will be thrown back out.

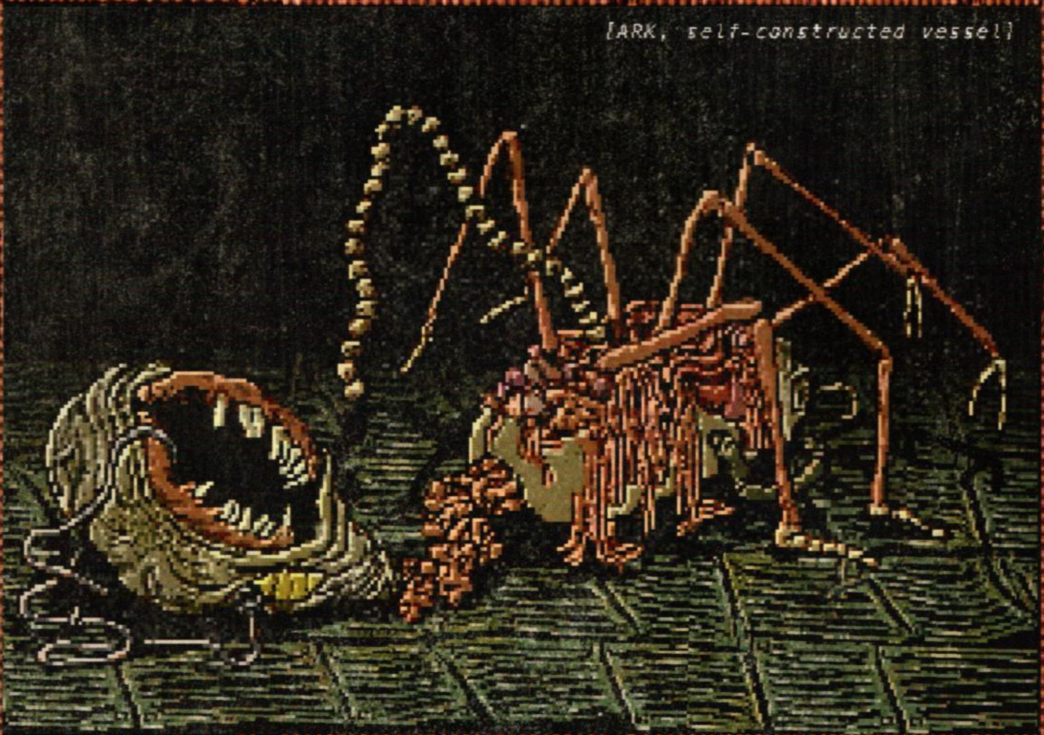


If THE HAND unequips all its **pieces**, the claw will return into the well and a pale hand will emerge from it.

If a **scale** is offered to the pale hand, it will clutch it and freeze. THE HAND can now interact with it to obtain **[H113]**.



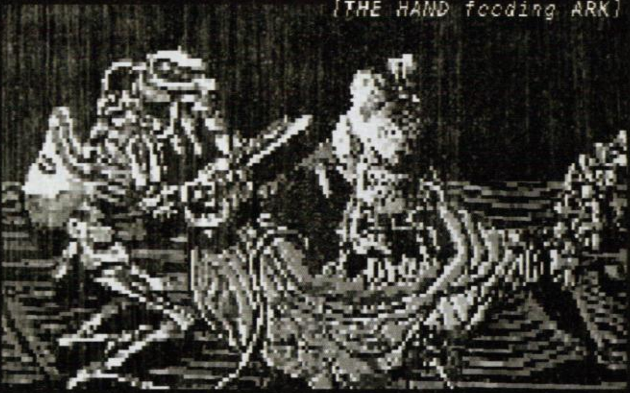
A defective birthing tank can be found isolated from the rest in a secret nest in BEMA. In it, the bodies and minds of dozens of unborn vessels have combined together, forming a single organism that eventually burst out of the pod.

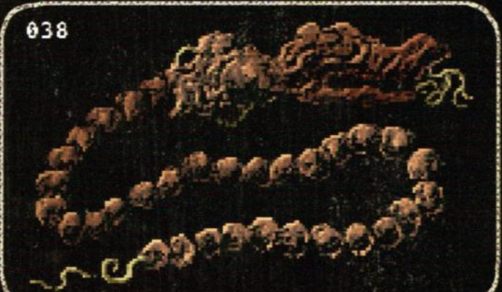

[ARK, self-constructed vessel]

# ARK

ARK is a non-hostile voracious vessel. It will consume almost anything that is thrown into its maw. ARK will give nothing in exchange.

If ARK is attacked or fed something harmful, it will become aggressive and will try to assimilate THE HAND.


[THE HAND feeding ARK]


038

## UMBILICAL WHIP

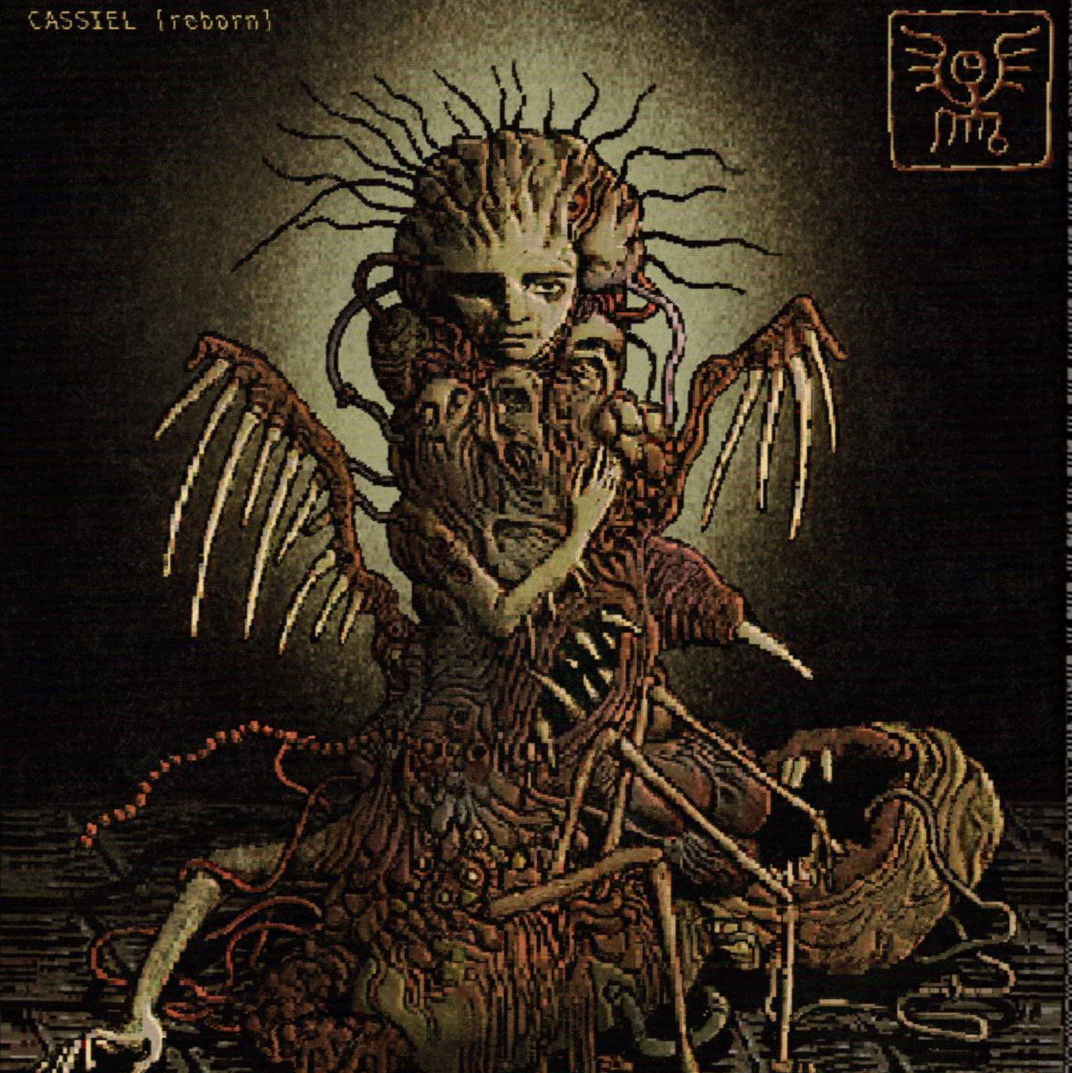
ARK explodes into a huge burst of **white bile** upon its destruction.

The **umbilical whip [038]** can be looted from its corpse.

The **umbilical whip** is a middle-range **weapon** capable of regenerating biomass by mere touch. It can be used on THE HAND.

If THE HAND feeds **Lastborn Cassiel [slumber]** to ARK, it will evolve into a new elevated being, ending the journey [PURITY].

CASSIEL [reborn]



## CASSIEL SPEECH

*How dare you taint the holiness of flesh… Curse the twisted that defile the gift of life.*

*Mankind's illness has birthed a revolting fate. Now the illness is all that remains, for man is no more.*

*Do not feel shame, vessel, for you are but a child of sin. Your impurity was inherited.*

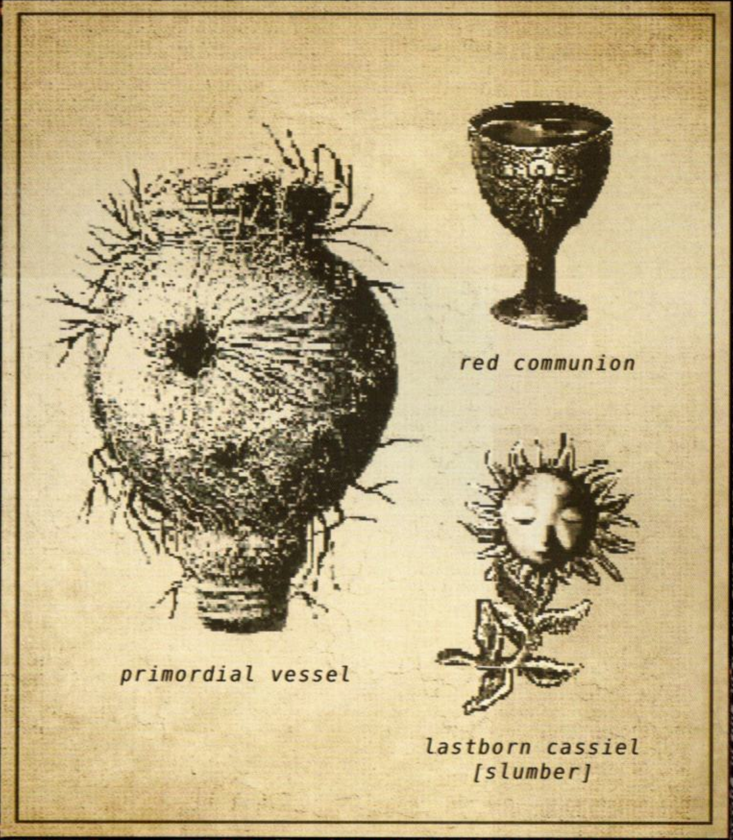
*As an act of mercy, I shall burn this rotten world.*

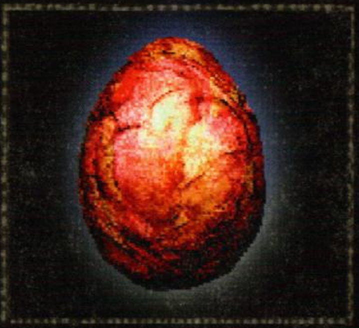
# SOUL TRANSPOSITION

Soul transposition is a process by which it is possible to create divine life.

If THE HAND places **Lastborn Cassiel [slumber]** in the **primordial vessel** and then pours the **red communion** into it, the form of the **primordial vessel** will change dramatically and it will conceive a new life, the **red egg**.

If the **red communion** is poured while the **primordial vessel** is empty, it will engender the **black egg**.

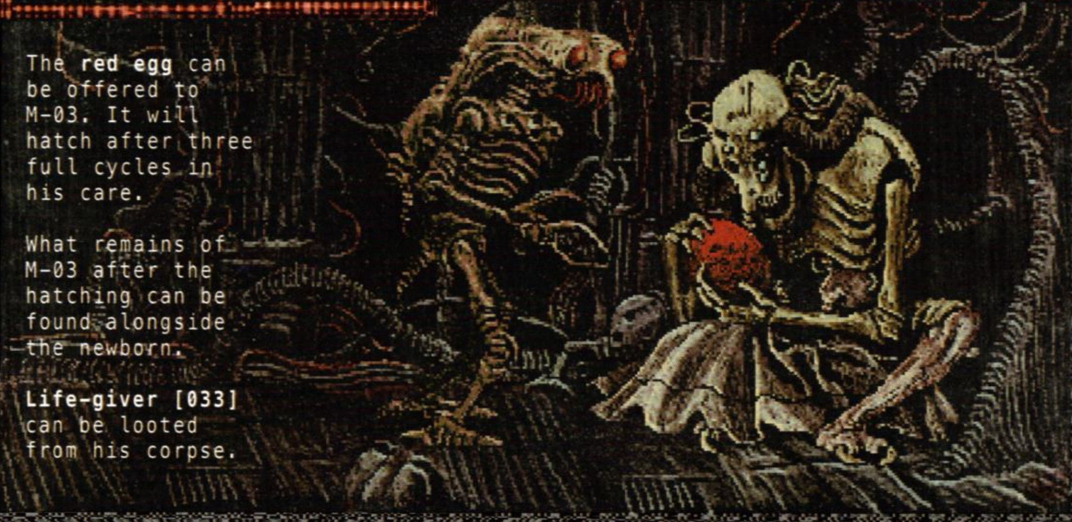




# RED EGG

Once the soul transposition has been performed, the **primordial vessel** will transmute into the **red egg** and it will be possible to save it in the storage by interacting with it.

The **red egg** pulsates whenever a motherly presence is nearby.



The **red egg** can be offered to M-03. It will hatch after three full cycles in his care.

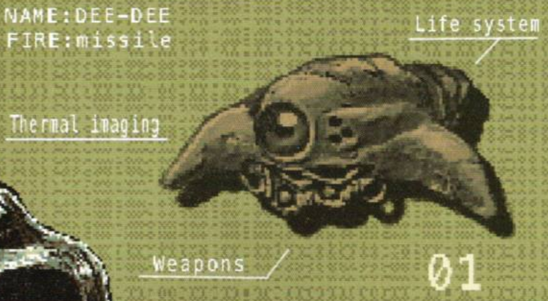
What remains of M-03 after the hatching can be found alongside the newborn.

**Life-giver [033]** can be looted from his corpse.

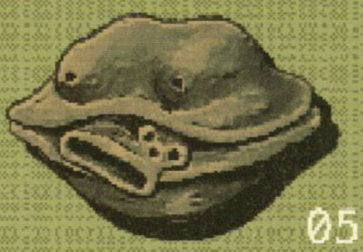
# MOPOS

**M**otorized
**o**rganic
**p**ersecutor for
**o**ptimal
**s**ecurity

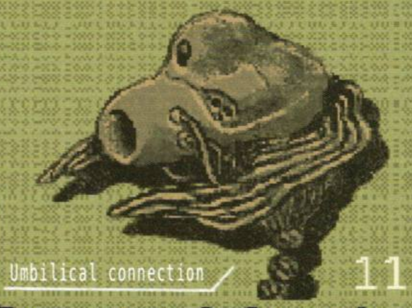
NAME:DEE-DEE
FIRE:missile

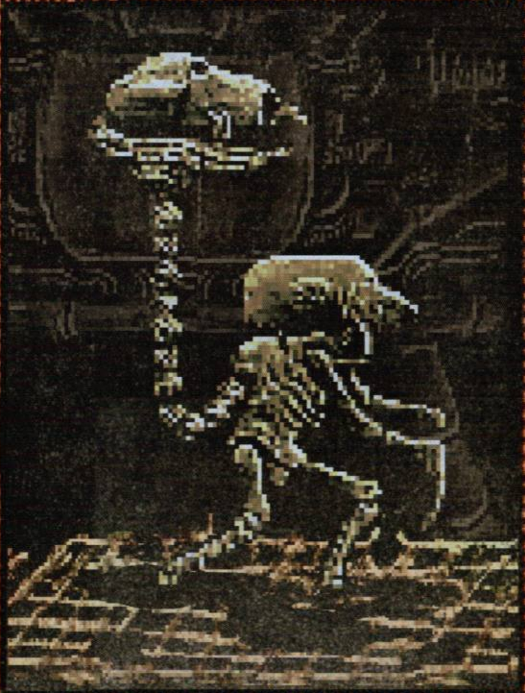

Life system
Thermal imaging
Weapons
01

NAME:C-UFO
FIRE:laser/bullet



NAME:HELLMAKER
FIRE:bomb/missile

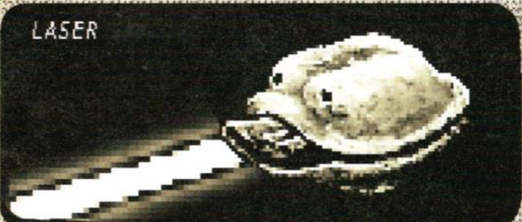

Umbilical connection
11

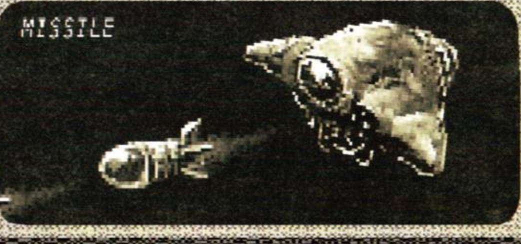


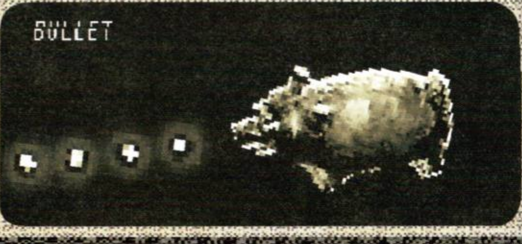
MOPOS are automatic flying devices that follow or attach to THE HAND. MOPOS have integrated life systems [3 **blood bulbs**]. THE HAND can extract its own **blood bulbs** to refill these ones.

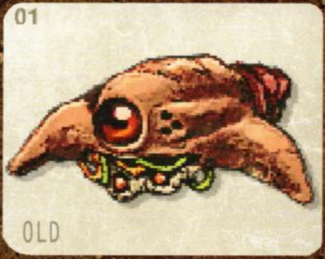
## PROJECTILE TYPE

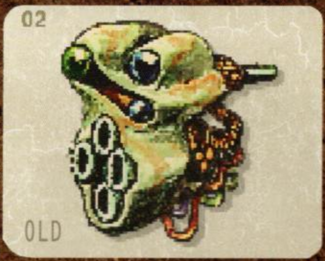
Most MOPOS are designed for combat and possess some kind of weapon [laser, bullet, missile, enemy chaser, or bomb], but some of them focus on storage management, item collection, or enemy detection [radar].

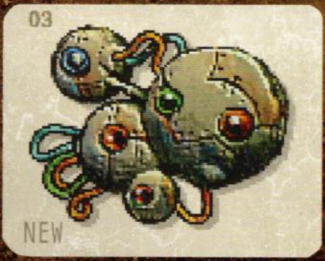


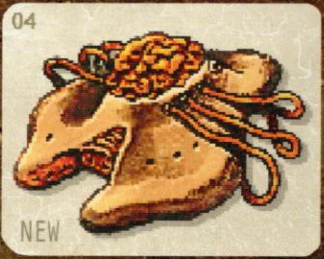


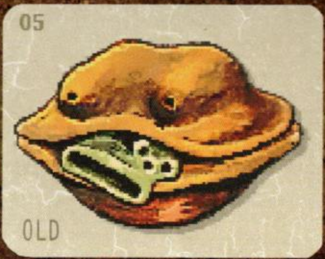


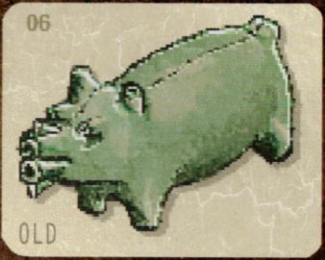


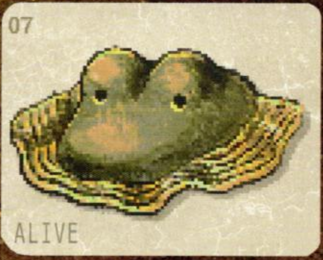


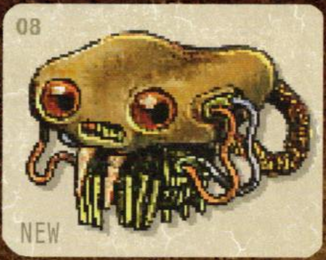


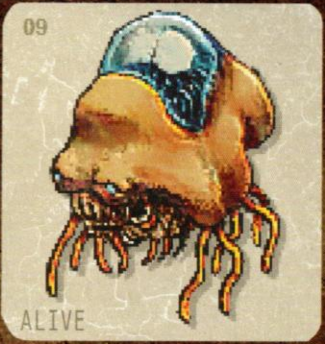






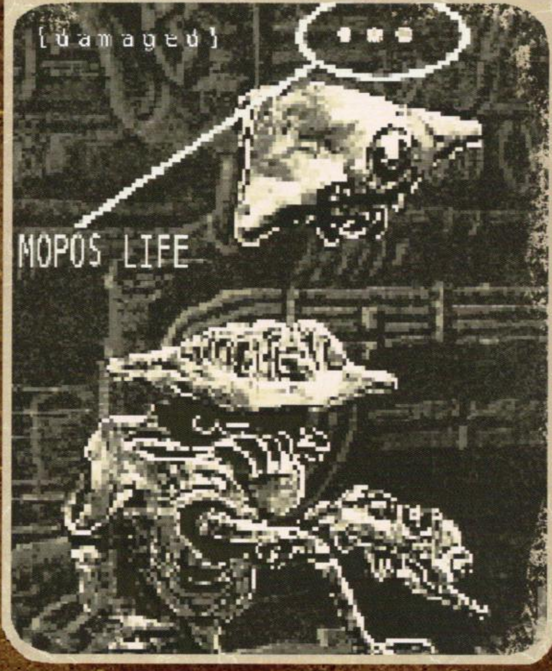


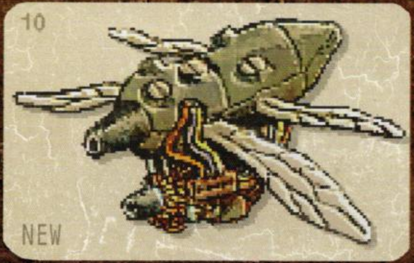


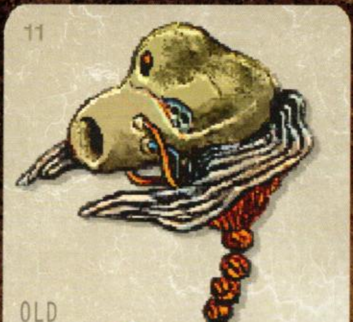


MOPOS can be categorized as follows:

OLD……………………………[Lost technology]
NEW…………………………[Built from scraps]
ALIVE………………………[Parasitic organisms]

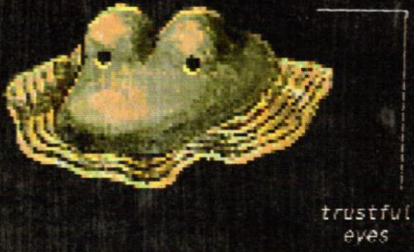

[damaged]
•••
MOPOS LIFE

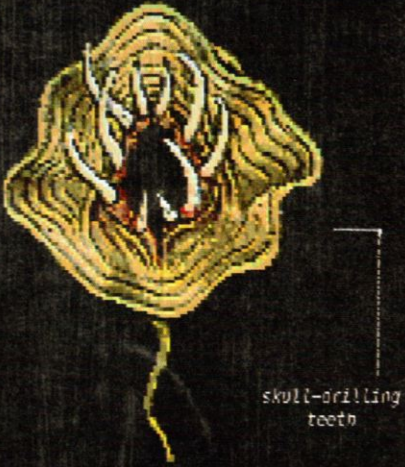




# MOPOS [ ALIVE ]

NAME:WAB-B
EFFECT:multiplier



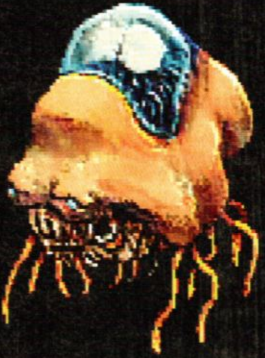


Once attached to THE HAND, WAB-B multiplies the damage done by THE HAND's **weapons** and merges its life system with THE HAND's as a shield [3 **blood bulbs**].

WAB-B tries to gain control over THE HAND's body sporadically. Its attempts become more aggressive as time goes by.

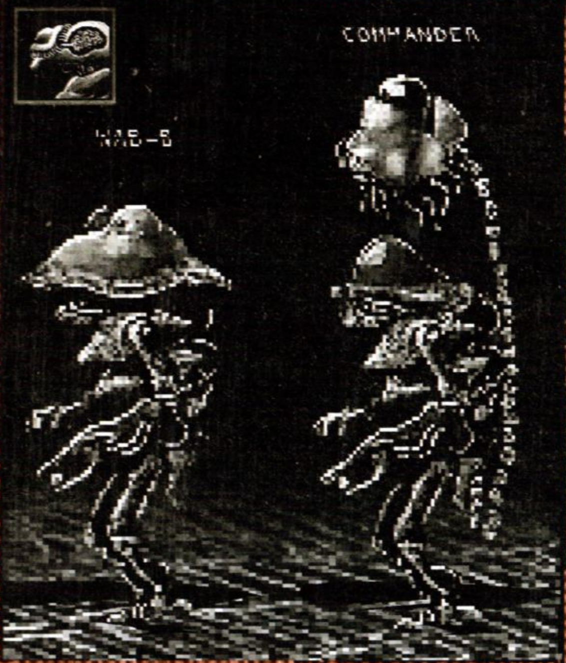
[WAB-B leaving]

NAME:COMMANDER
EFFECT:vampirism



While connected to THE HAND, COMMANDER jumps to the nearest enemy within range and starts nibbling on it, hurting the enemy and healing THE HAND.

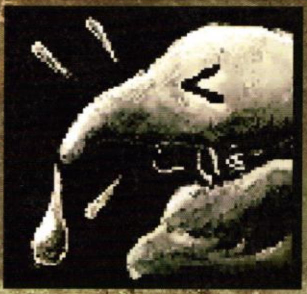
COMMANDER inverts THE HAND's controls and drinks from THE HAND's **blood bulbs** to heal itself whenever it pleases.

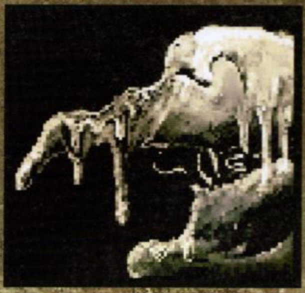


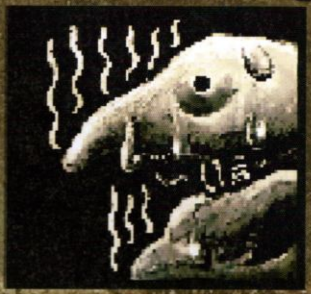
Discarding a non-living MOPOS will cause it to fall to the ground [deactivated].

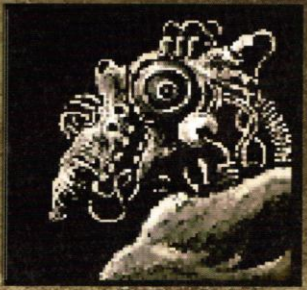
If a living MOPOS is discarded, it will fly away, never to be seen again.

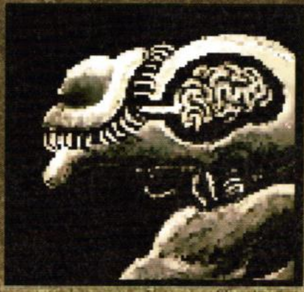
# VESSEL STATES

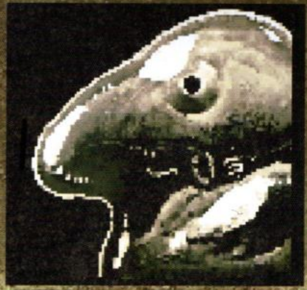

CONGESTED

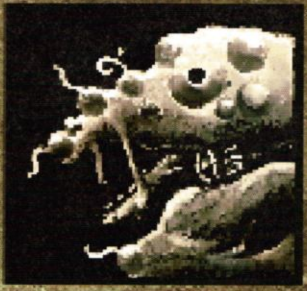

CORRODED

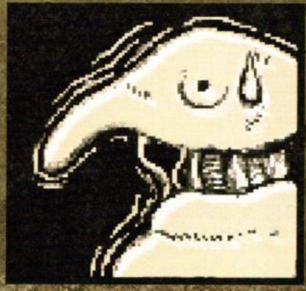

OVERHEATED

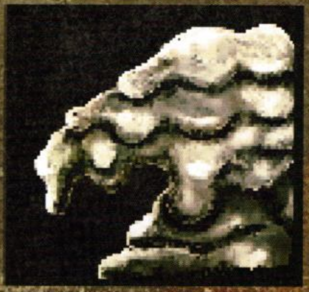

EXPOSED

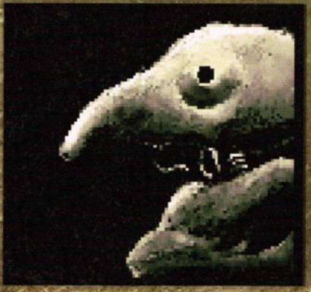

MIND-CONTROLLED

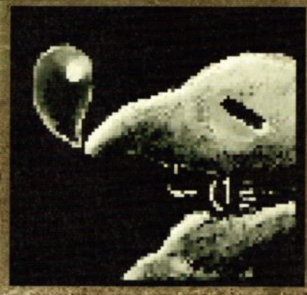

COATED

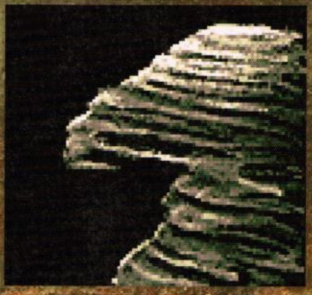

CORRUPTED


PARALYZED


OOZED

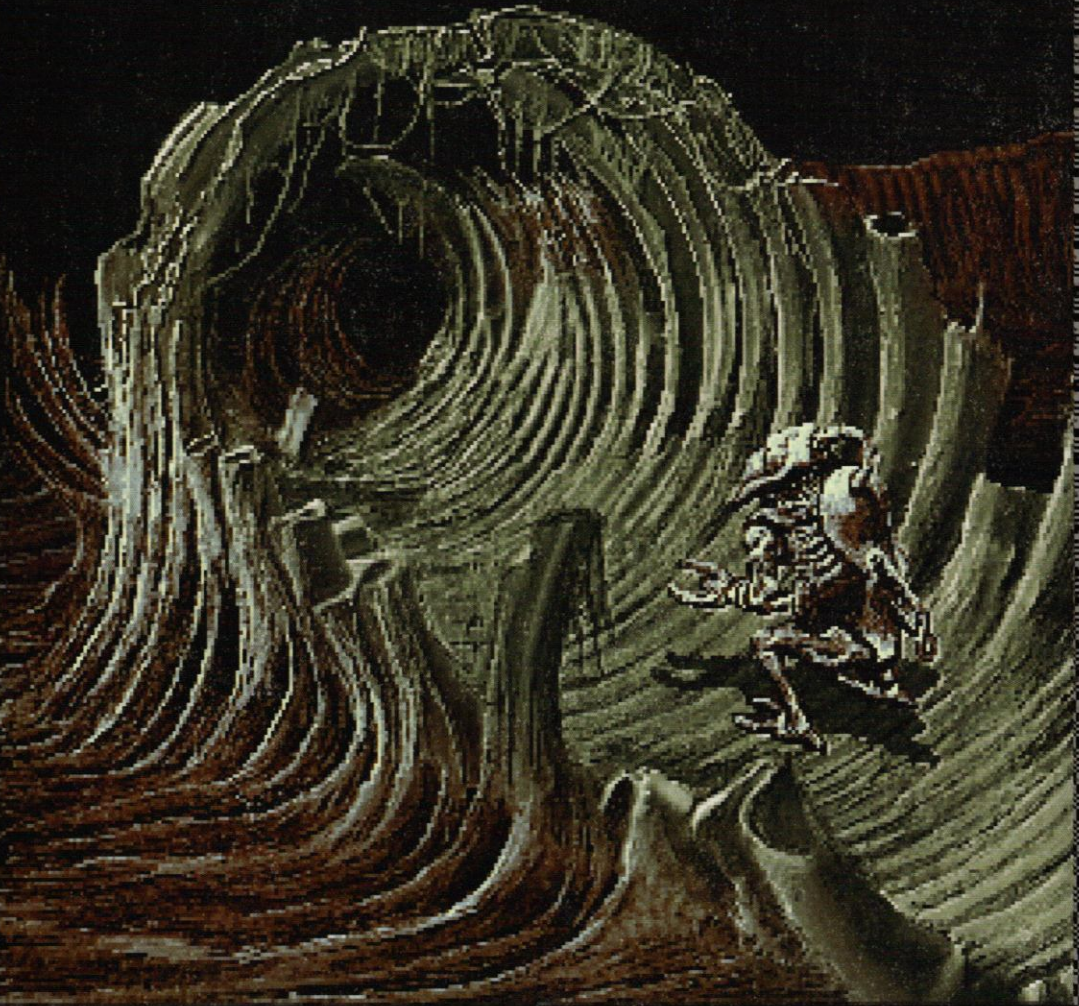

DEFAULT

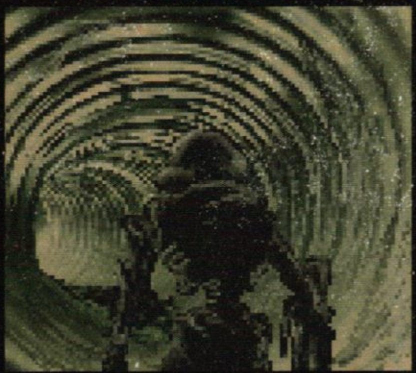

STANDBY


CALCIFIED

# [CALCIUM PIPES]

The remains of a vast complex of pipelines that transported coolant to OBek. These pipes branch throughout the length and breadth of BEMA, connecting directly to OBek's chamber.

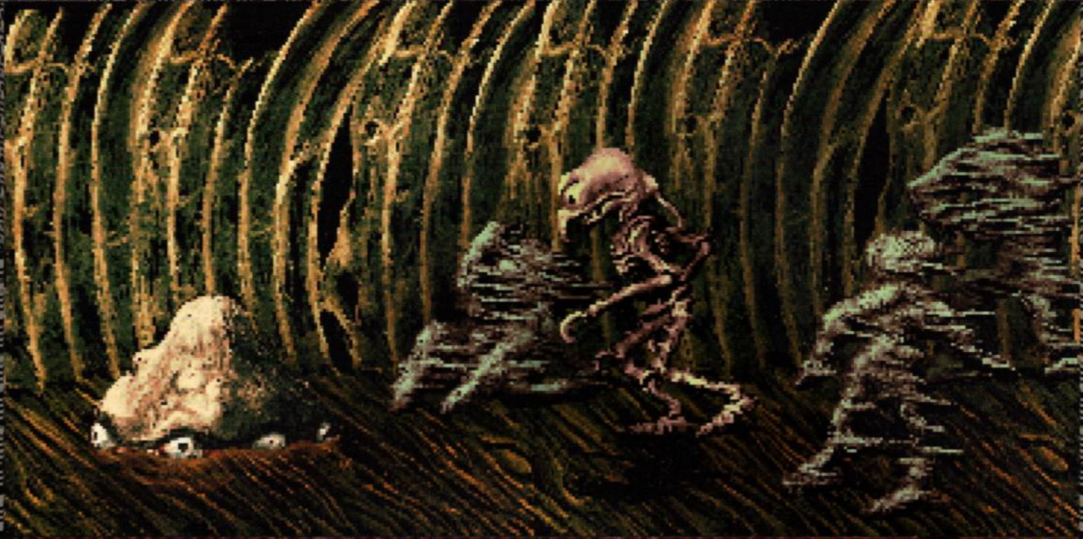




### VENTURING INTO THE PIPELINES

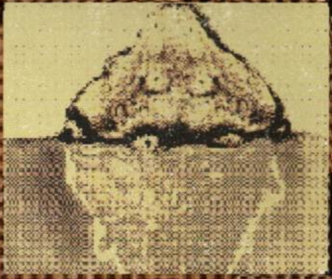
The never-ending pipes are filled with parasites that feed on the calcium.

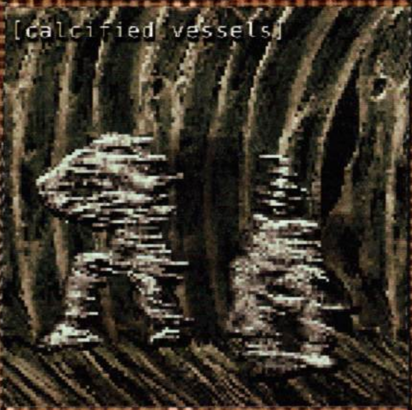
THE HAND may leave **bioluminescent seeds** around the labyrinthine network as markings. Any other items left behind can [and probably will] be eaten by the scavengers of the pipes.



Throughout the tunnels, THE HAND may encounter smooth conical structures protruding from the floor.

These stone-like cones are actually hostile cytean organisms that bury the most vulnerable part of their bodies underground while keeping their osseous armored heads exposed. They are capable of calcifying with their gaze.

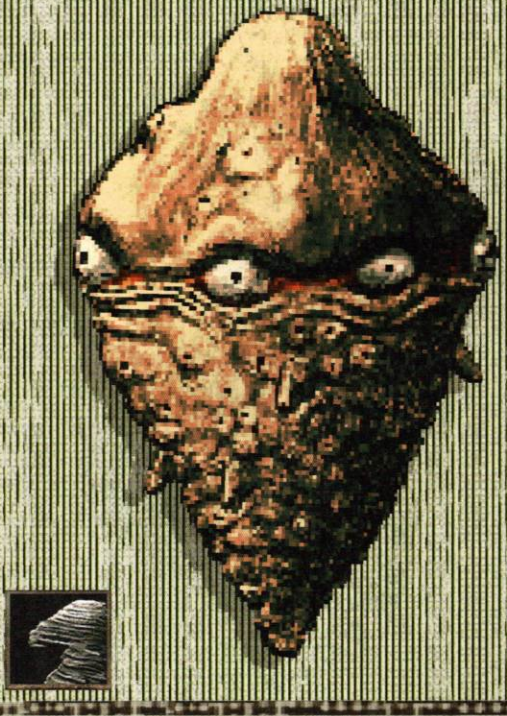




Upon detecting a nearby presence or the destruction of calcified figures, PHALANGE will go into offensive mode, quickly unburying itself and making its bottom half spin frantically to chase its prey at high speed.

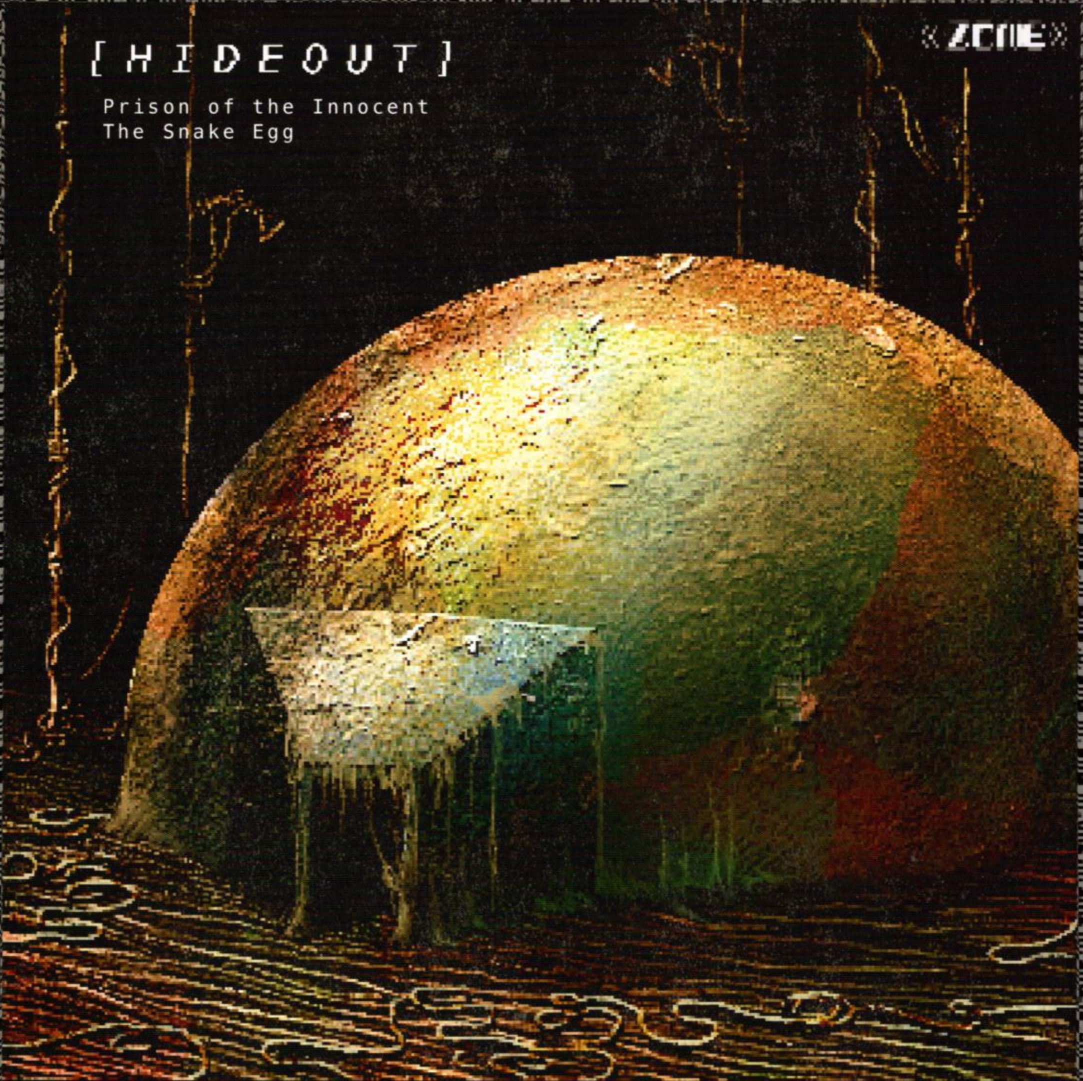
Calcified vessels break on contact. They can be used as a shield against PHALANGE's gaze.

# PHALANGE



# [HIDEOUT]

Prison of the Innocent
The Snake Egg

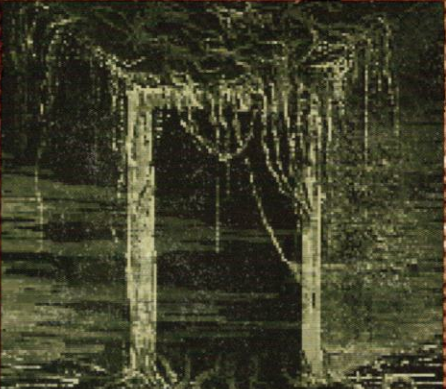


HIDEOUT is a huge armored complex that can be accessed through a calcified pipe hidden behind several calcium walls that prevent passage [they can be destroyed with a few hits].

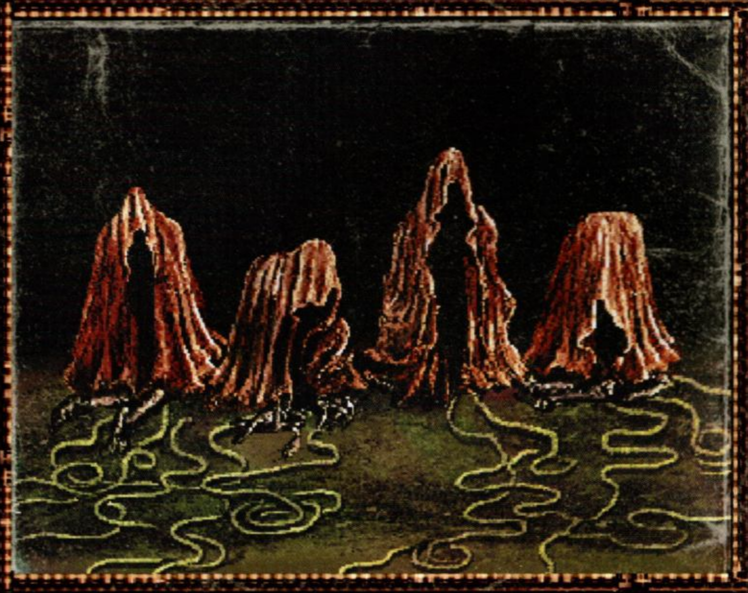
HIDEOUT is surrounded by a garden of power cables falling from the abyss above and snaking down around the complex.

The atmosphere surrounding HIDEOUT is oppressive and dense with POL.LYP, making it difficult for THE HAND to see and navigate. The thin crust of POL.LYP covering the floor cracks with every step.

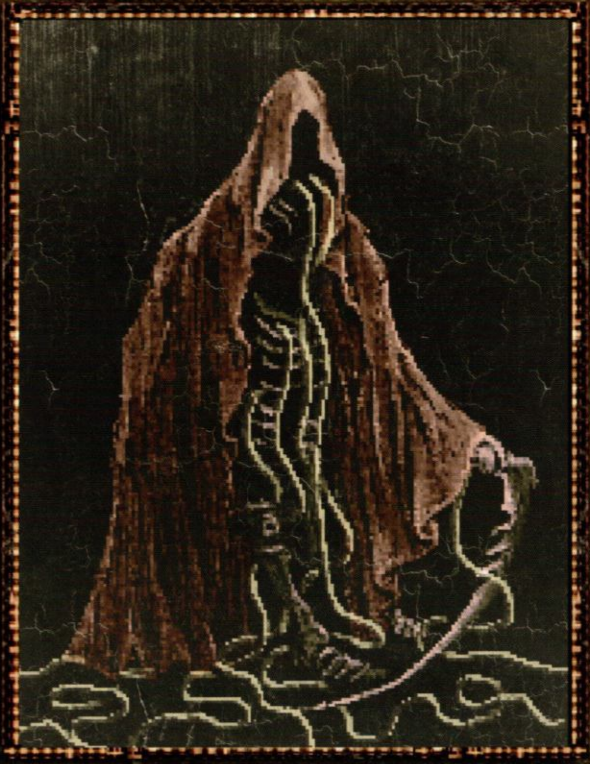
The location of HIDEOUT is known only to the Snakes; it has been obscured from the eyes of the world for centuries.



## FOUR SNAKES



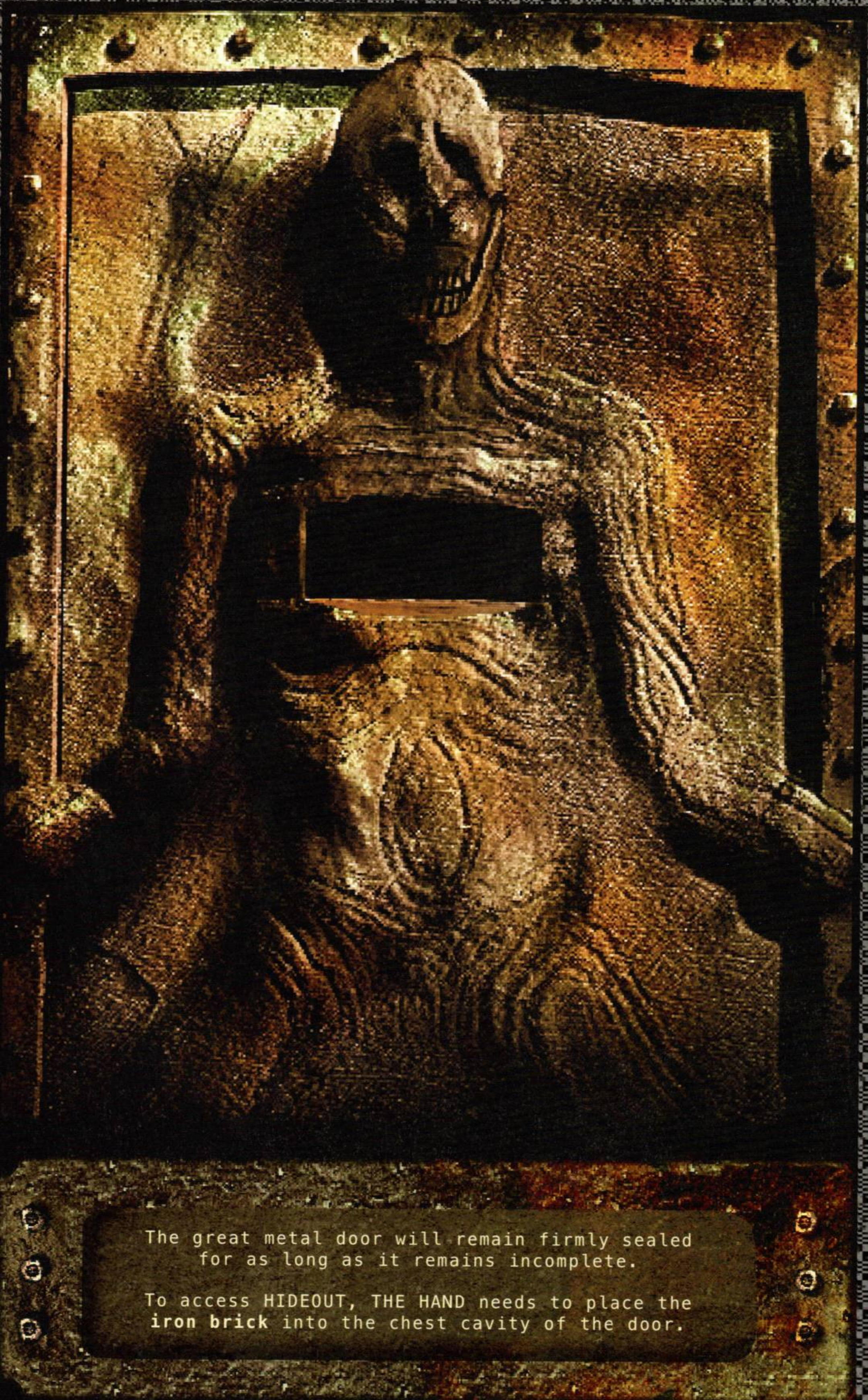
Upon entering HIDEOUT, four Snakes can be seen kneeling in front of a colossal metal door.



Of the four Snakes, only one has managed to survive the passing of time and the ever-growing rust. The wires connected to her shape will start shaking as THE HAND approaches. Then she will stand up, ready to defend HIDEOUT until her last breath.

The third Snake is a fierce vessel supremely skilled in battle. Her attacks are swift and graceful; she only attacks with a short scythe blade.

When defeated, she will drop a **scale**.



The great metal door will remain firmly sealed for as long as it remains incomplete.

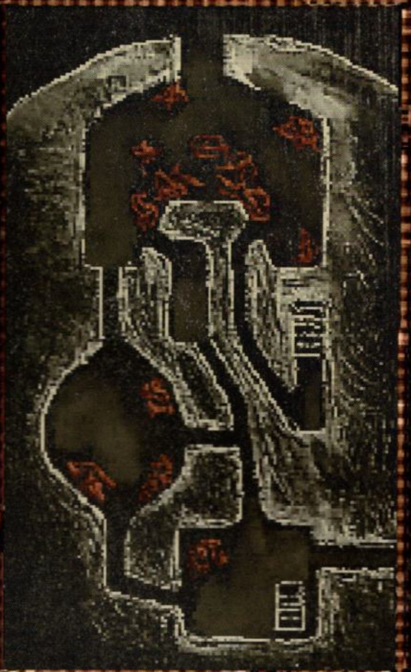
To access HIDEOUT, THE HAND needs to place the **iron brick** into the chest cavity of the door.

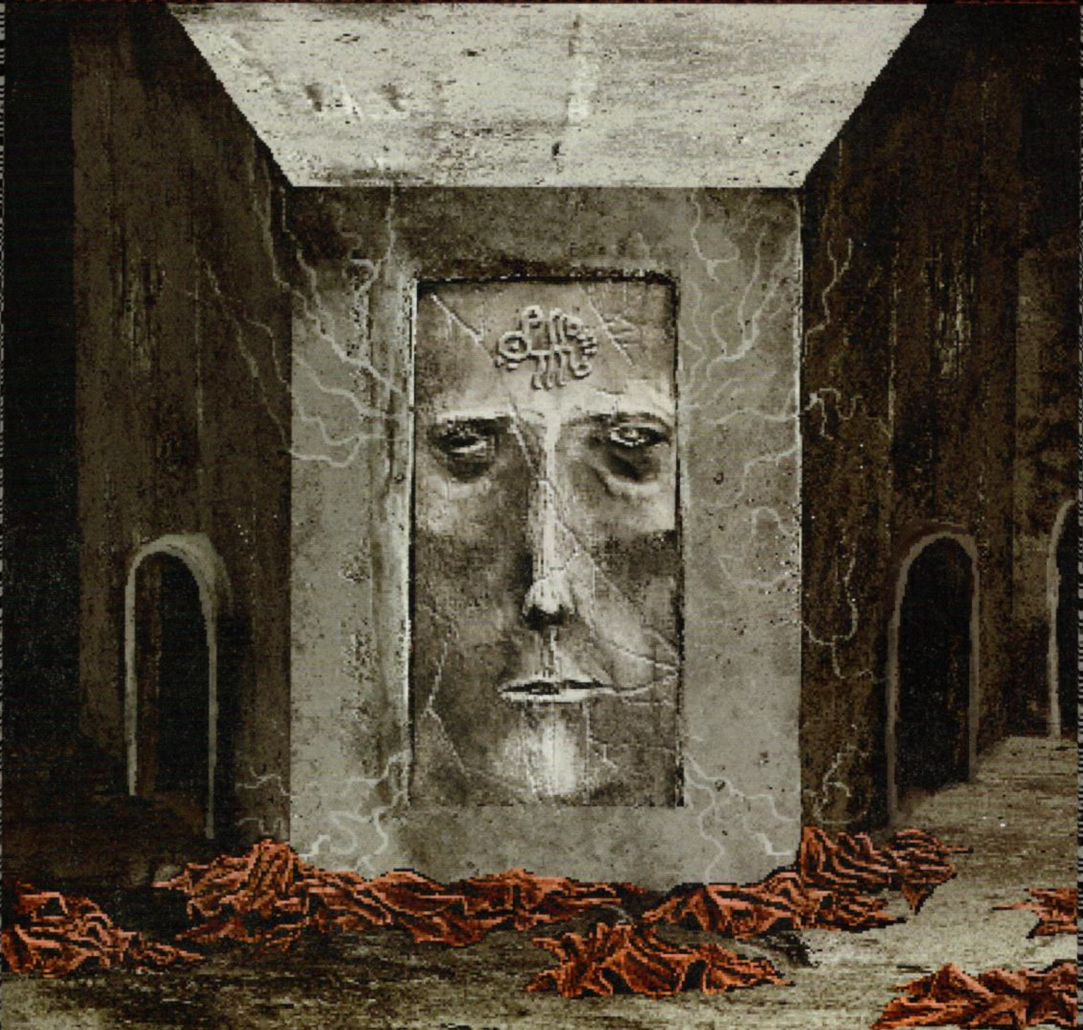
Behind the great metal door lies the prayer room, an imposing sight that greets THE HAND as soon as it enters the complex. A mural surrounded by ashes covered by red robes stands in the middle of the chamber. An inscription can be read at the foot of the mural.

*Let us fill up your wounds with*
*our foul blood, cleanse your*
*skin with our tears of repentance.*

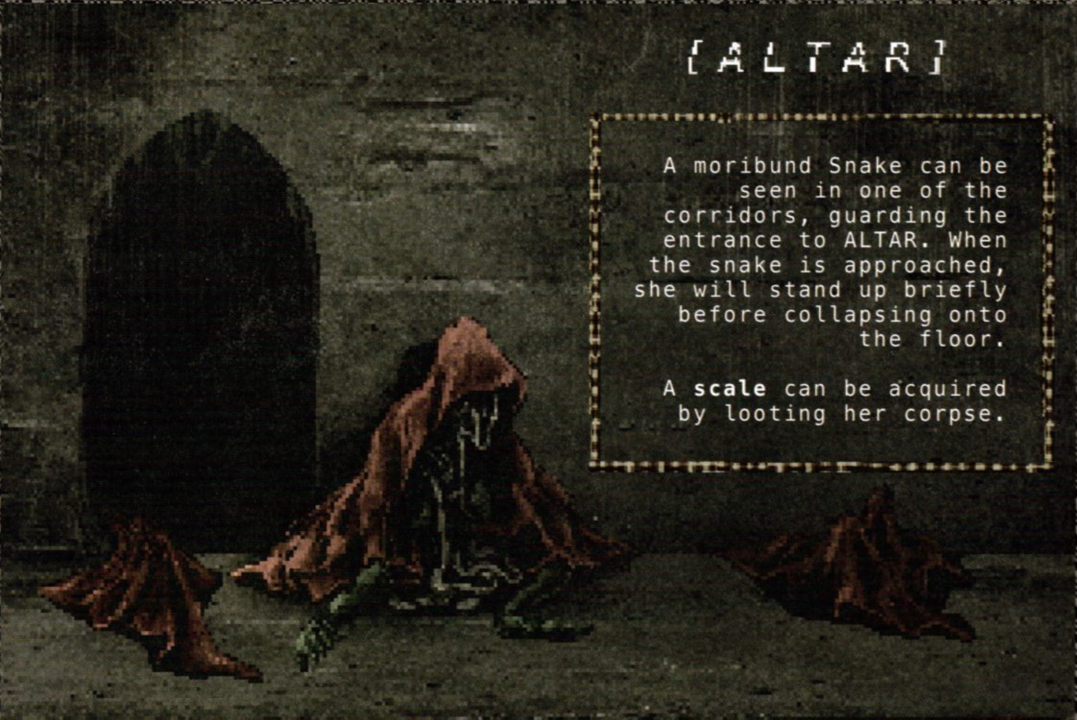
*Forgive our sins, O Child of Light,*
*for our borrowed flesh was*
*corrupted at birth.*

The lower levels of HIDEOUT, at the bottom of which rests the body of the Innocent, can be reached through concrete corridors.



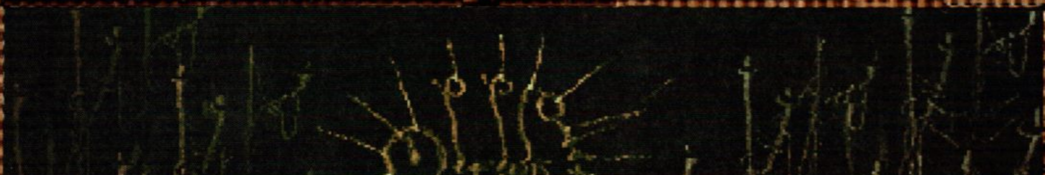


# [ALTAR]



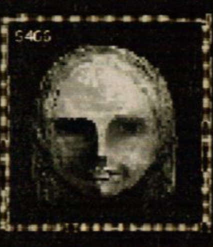
A moribund Snake can be seen in one of the corridors, guarding the entrance to ALTAR. When the snake is approached, she will stand up briefly before collapsing onto the floor.

A **scale** can be acquired by looting her corpse.



Upon entering ALTAR, THE HAND will find itself in a room draped in tattered red cloths that meander up to a small altar surrounded by candelabra. A pale head with childlike features rests on top of it.

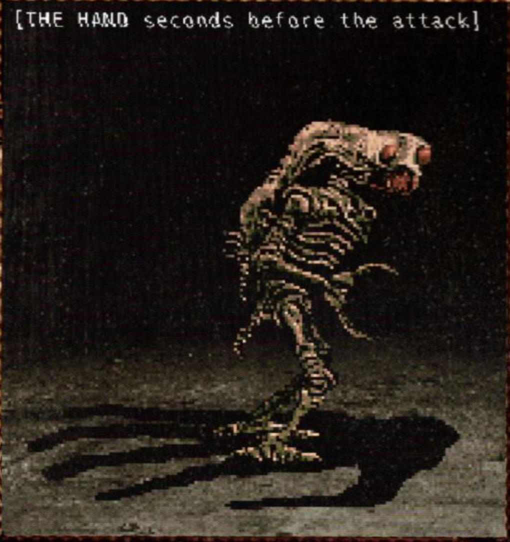
THE HAND can approach **[S466]** and get a hold of it.

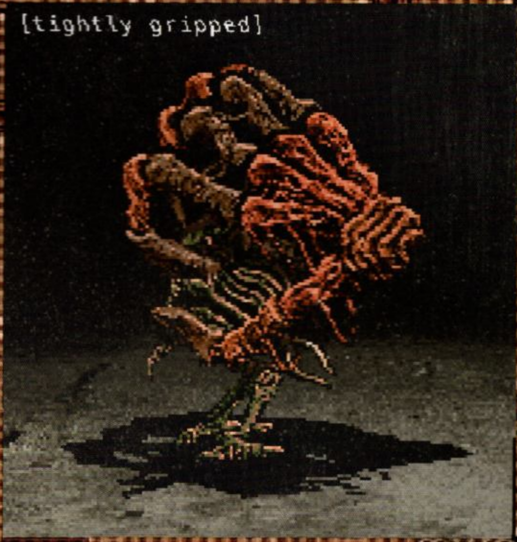


## PROSTHETIC CLAW

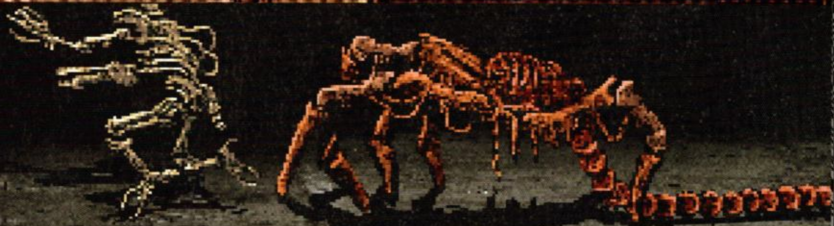
As THE HAND wanders through the lower levels of HIDEOUT, it may encounter these horrific appendages on several occasions.

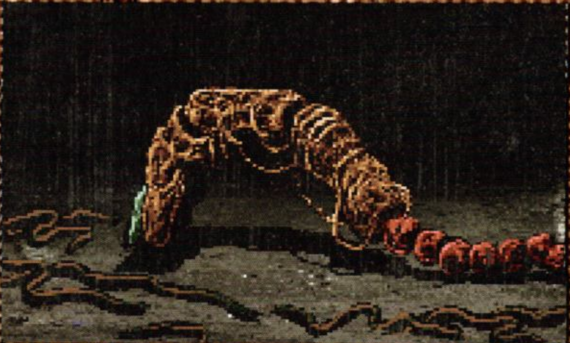
PROSTHETIC CLAW will try to stop THE HAND's advance by dropping from the ceiling onto it and dragging it back to the entrance. PROSTETHIC CLAW casts a shadow on the floor as it falls; noticing it is crucial in order to avoid its attacks.


[THE HAND seconds before the attack]


[tightly gripped]

If PROSTHETIC CLAW fails to catch THE HAND, it will start chasing it until it does so.





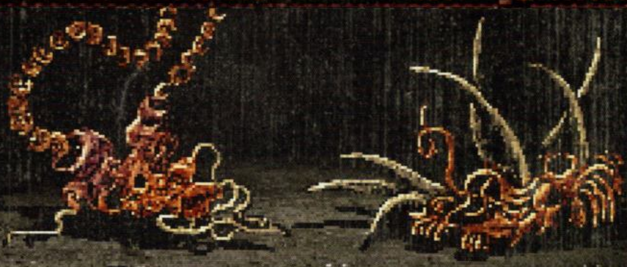
## WICKED FINGER

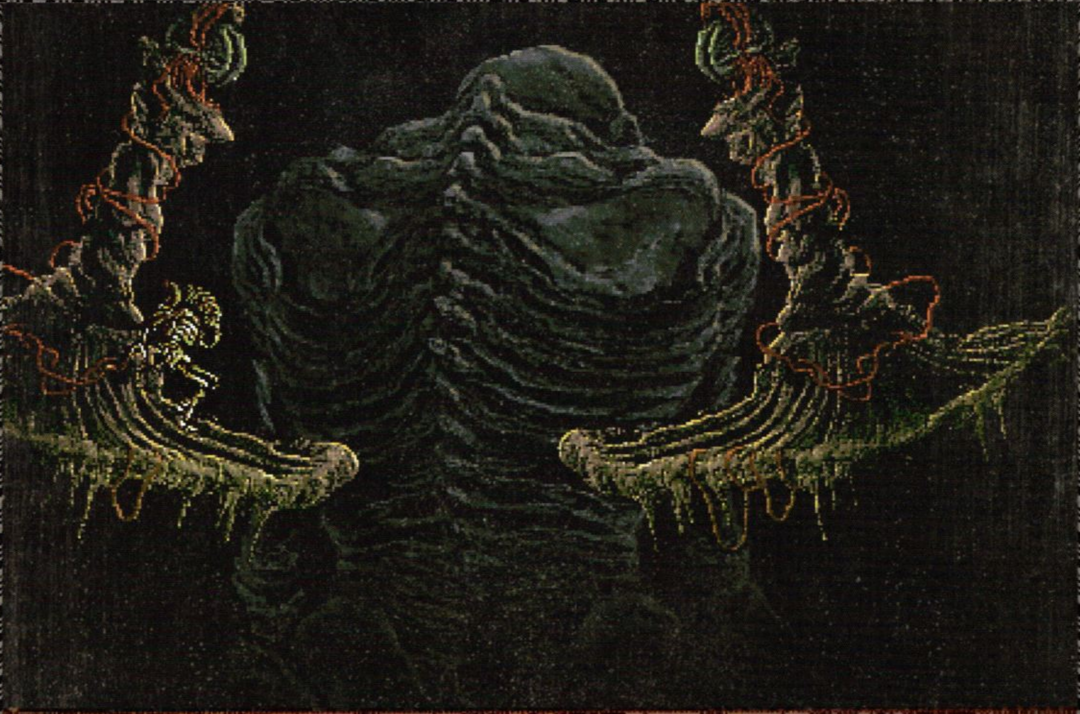
Disembodied fingers that crawl throughout the lower levels of HIDEOUT.

These areas are infested with spare body parts discarded by the Snakes during the fabrication of the Innocent's prosthetic body.

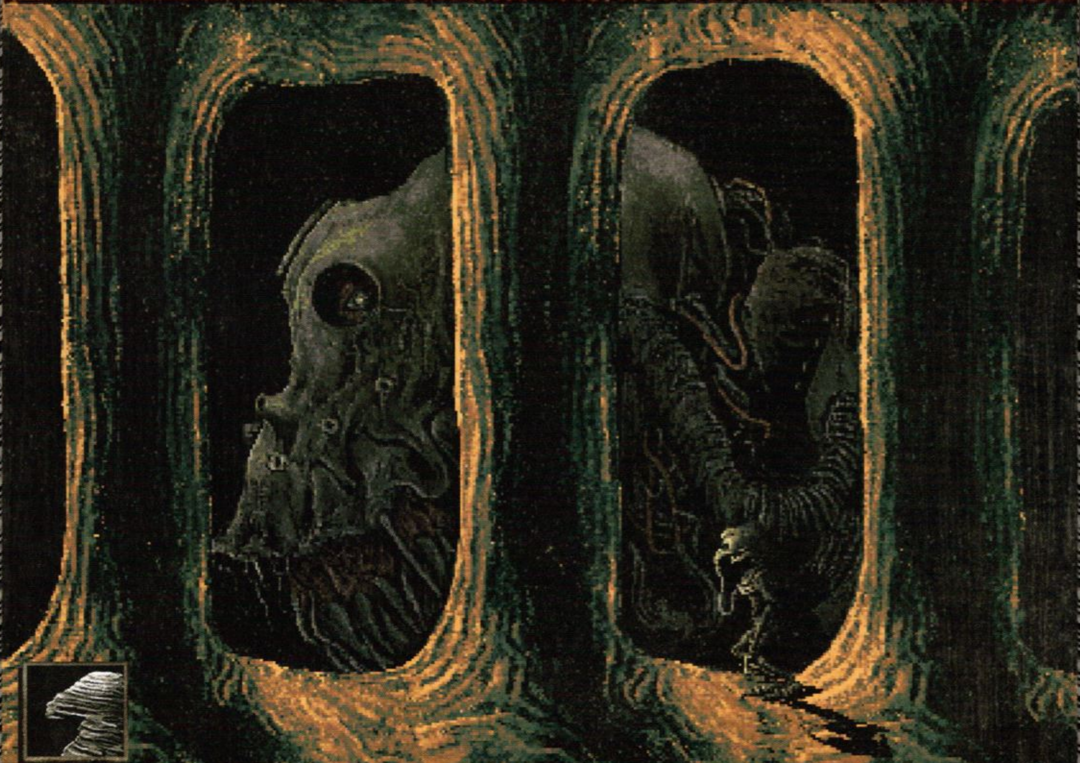
## UNIDENTIFIED BONES AND FLESH

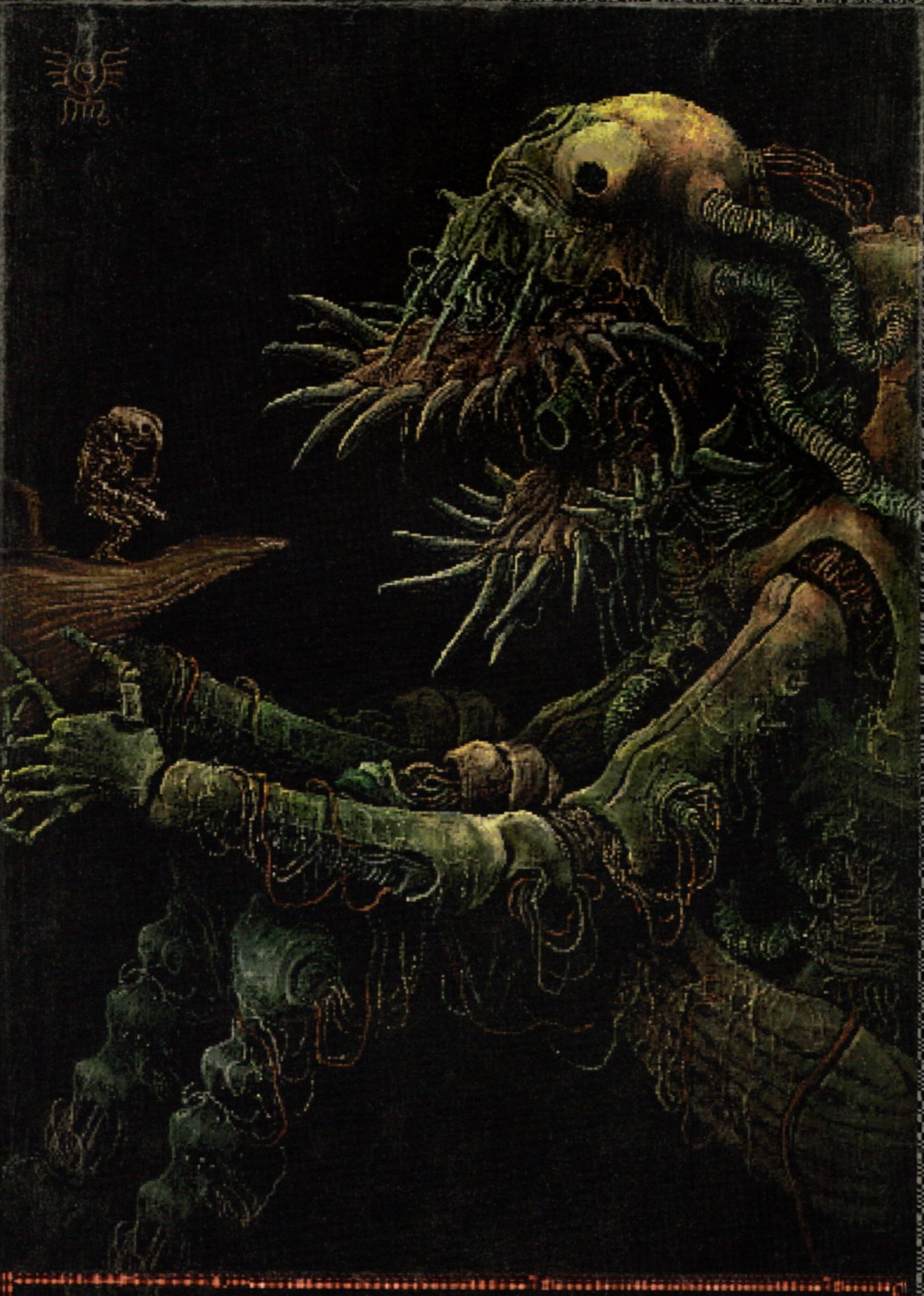
These monstrous remains are capable of spitting small blood projectiles and lashing nearby threats with their veins.





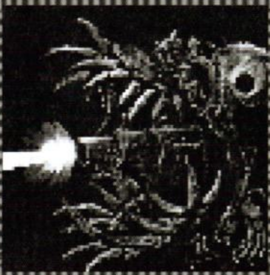
On its way to the bottom of HIDEOUT, THE HAND will encounter a multitude of obstacles and a towering figure lurking in the distance that only seems to grow even larger as THE HAND approaches. The behemoth will calcify THE HAND with his gaze if it enters his field of view. THE HAND can use the environment to hide from the titan.





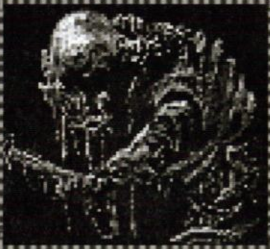
The path ends in front of the slumbering beast, a withered colossus kept alive by the Snakes, the prosthetic body of the Innocent.

The second angel was severely injured in the process of extracting him from his pod, so an artificial body was built in order to protect him from the ones who sought to restore the old order. This prosthetic body served as life support for the wounded angel.



### [PHASE 1]

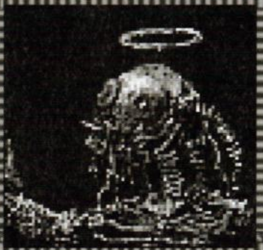
During the first stage of the encounter, THE BODY will attack THE HAND with everything at his disposal: regular and psychic projectiles, enormous claws, a devastating laser beam, and a tremendous bite that can swallow THE HAND whole [his most vicious attack].



### [PHASE 2]

After THE BODY has taken enough damage or has used his laser too many times, his jaws will break and detach from his head.

THE BODY will start to crumble and act visibly exhausted. He will only strike physically and let out a shriek that can stun THE HAND.

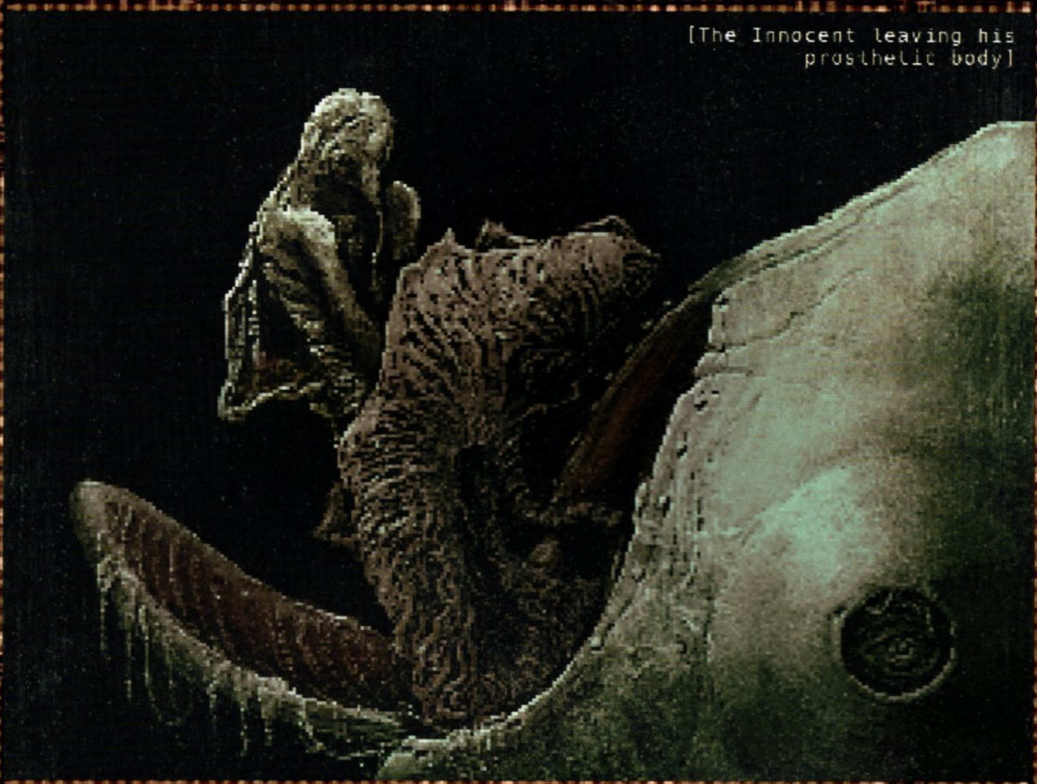


### [PHASE 3]

As the battle continues, his skull will crack, his limbs will fall apart, and a halo will form over his head.

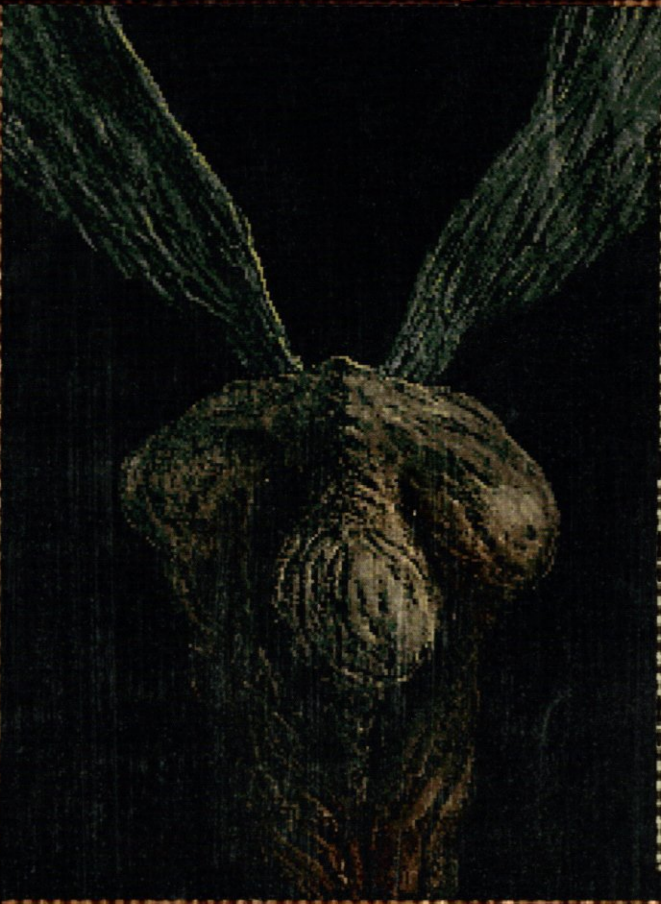
THE BODY will mainly attack with light projectiles and his now more powerful calcifying gaze.

During the third phase, the Innocent's prosthetic body can be destroyed right away if **Diopetes** is used.



[The Innocent leaving his prosthetic body]

# THE INNOCENT

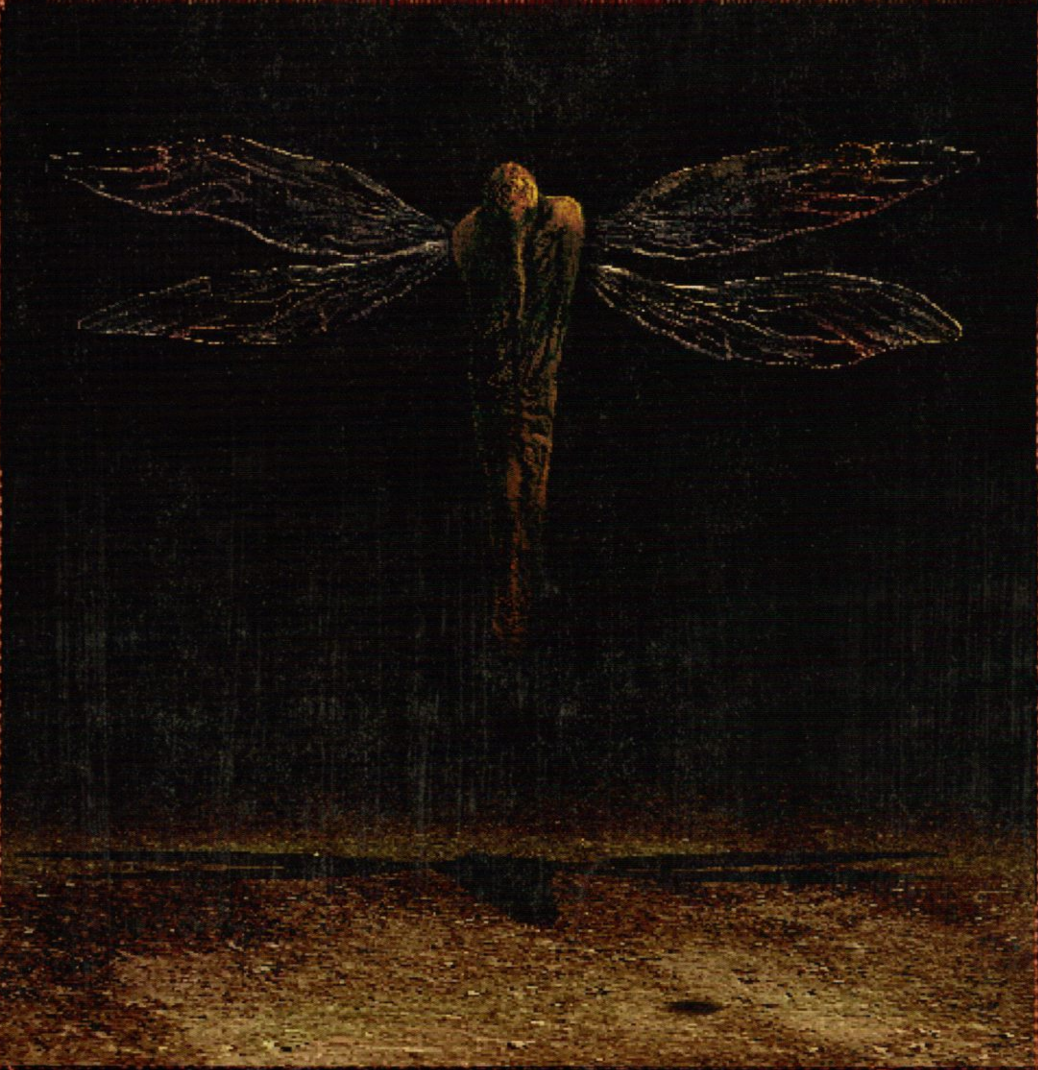


Regardless of how THE BODY has been defeated, briefly after he collapses, the life-support tank will open and the true body of the Innocent will emerge.

Once out of his cocoon, the Innocent will unwrap its wings and take flight, never to be seen again.

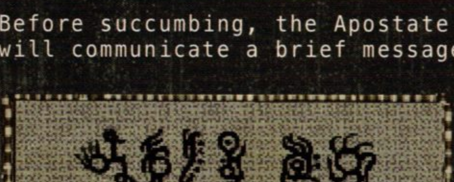
THE HAND can attack the Innocent before his departure, but this will trigger severe consequences.

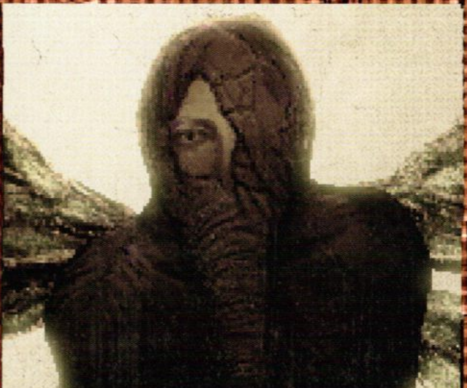
# THE APOSTATE

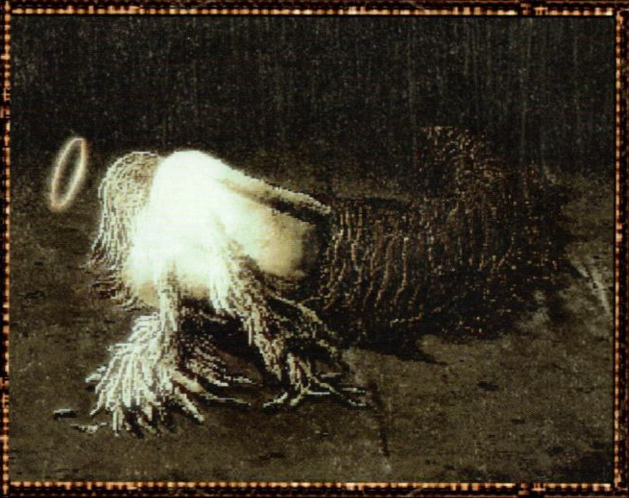


The Apostate is a divine being, but his fatal wounds were never fully healed. THE HAND can harm the Apostate's husk if it manages to survive his vicious attacks long enough.

Before succumbing, the Apostate will communicate a brief message.



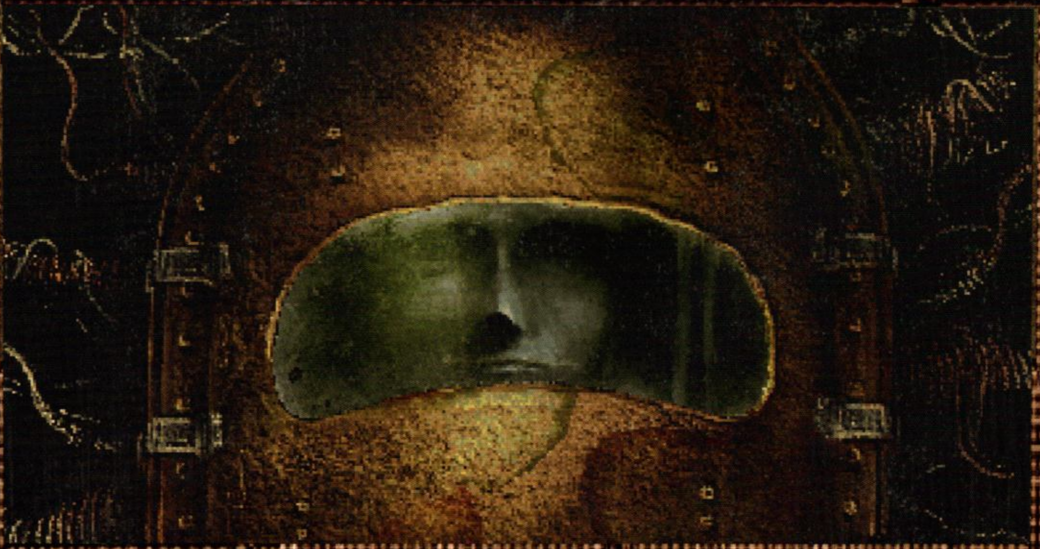




After the fight, if **Diopetes** has not been used against the Apostate, THE HAND will find itself facing the broken being on the ground and can decide whether to end his suffering or carry his body back to OBek and deposit it in the pod.

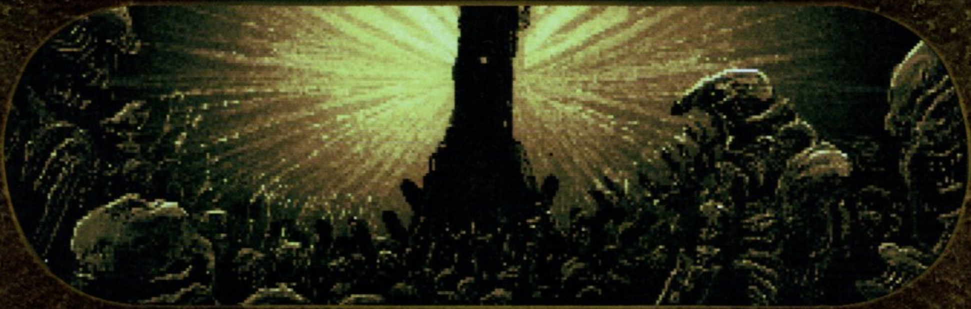
If THE HAND decides to give him a merciful death, it will usher in a new cycle [EPOCH].

If THE HAND deposits the Apostate back into his pod, the cycle will finally be restored [WHEELWRIGHT].

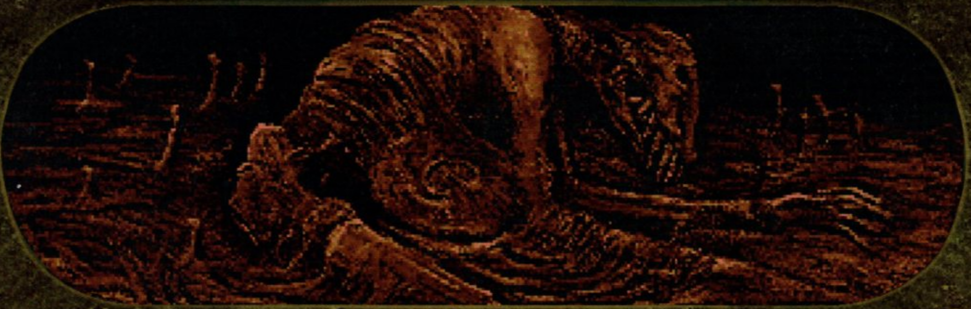


# CLOSING PATHS

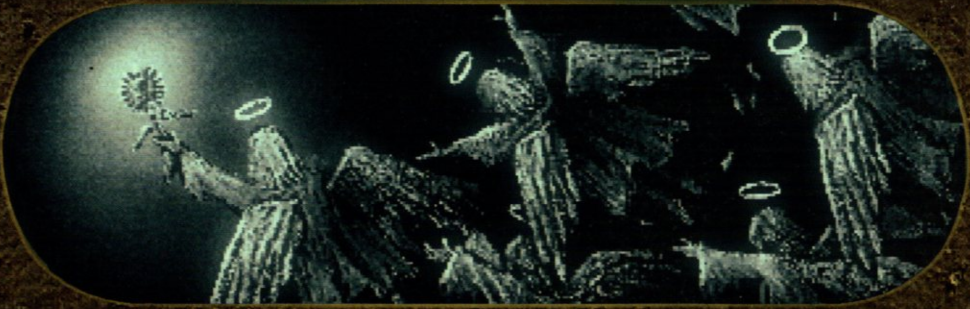
WHEELWRIGHT



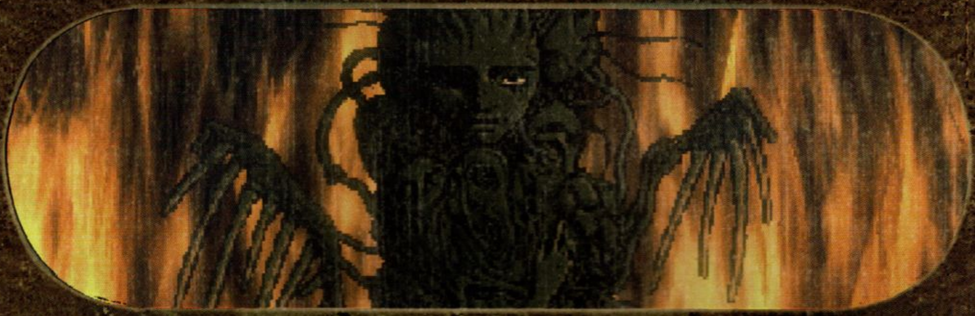
EPOCH



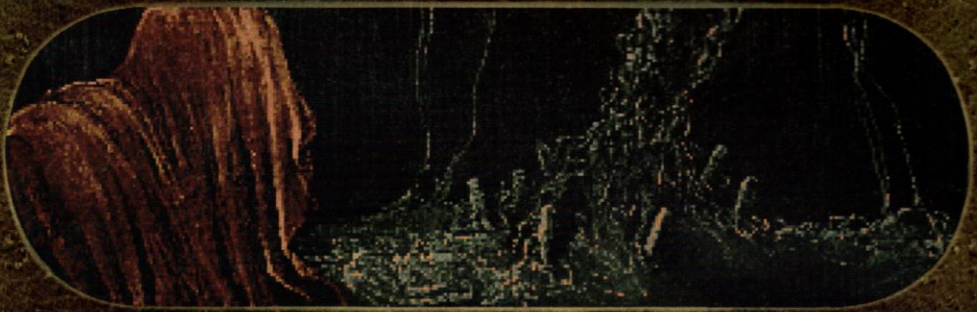
RAPTURE



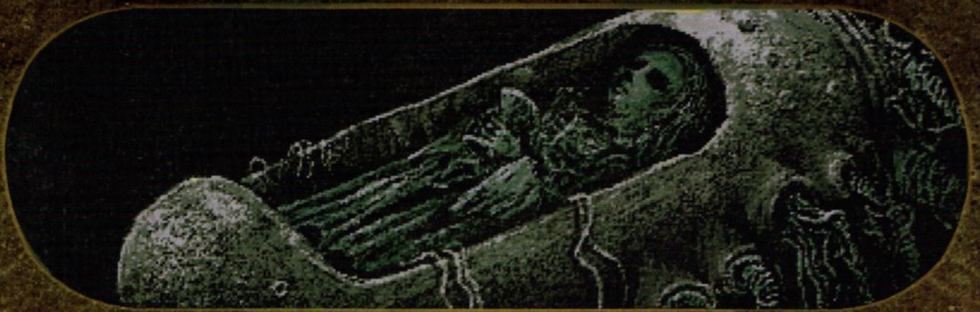
PURITY



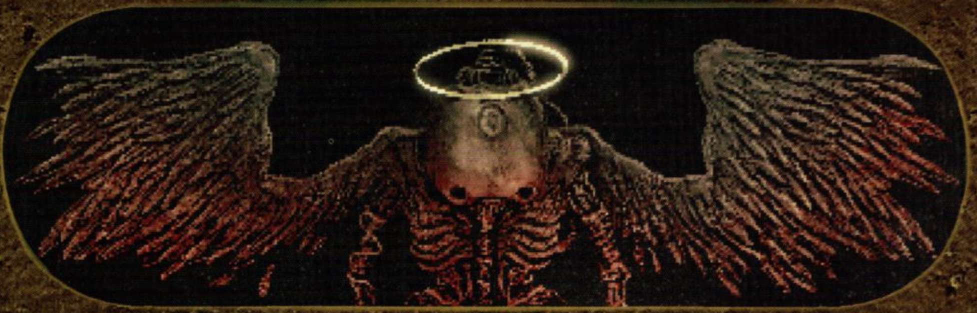
HUSK

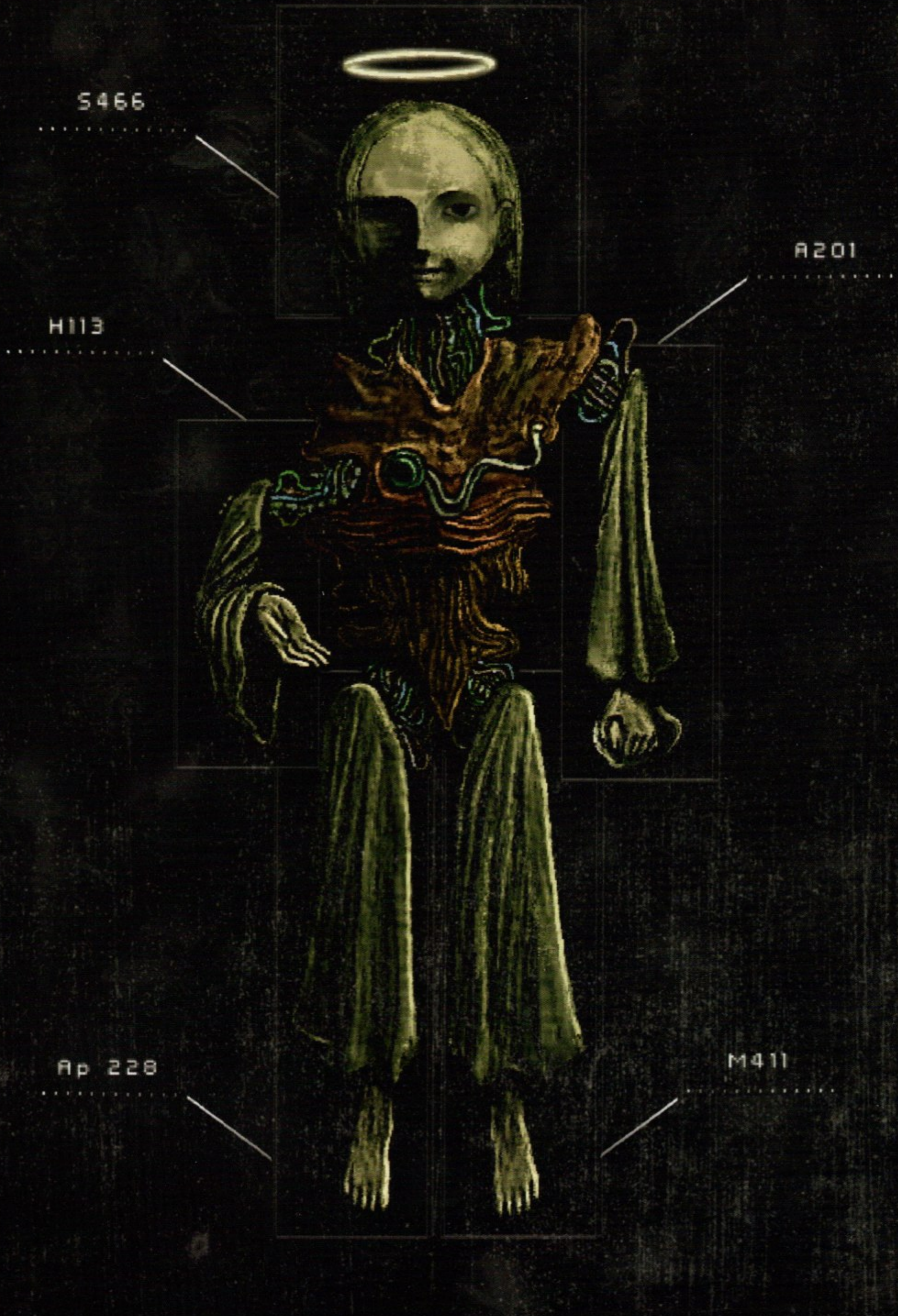


MARTYR



ECDYSIS





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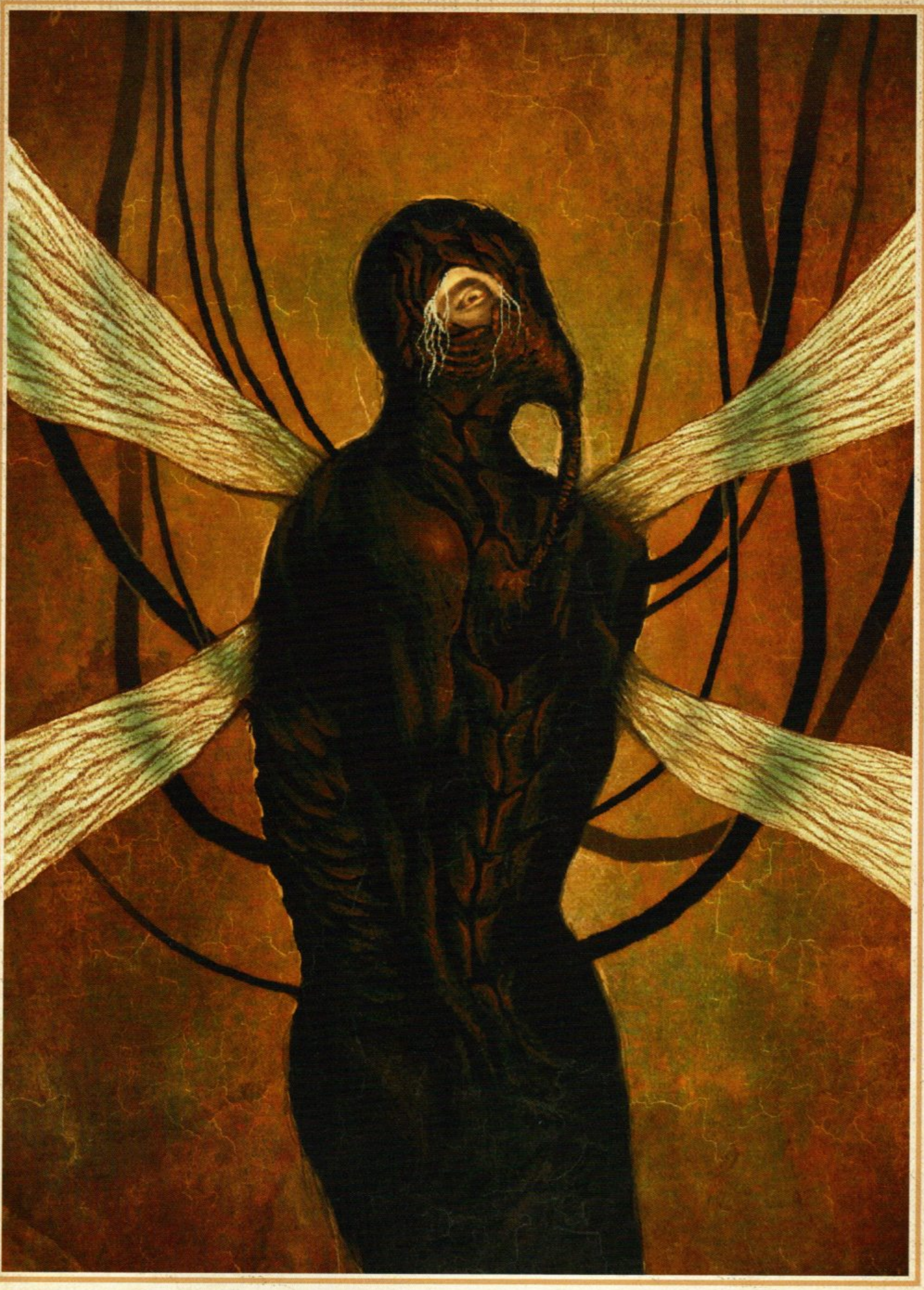
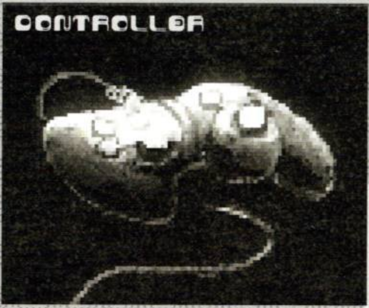


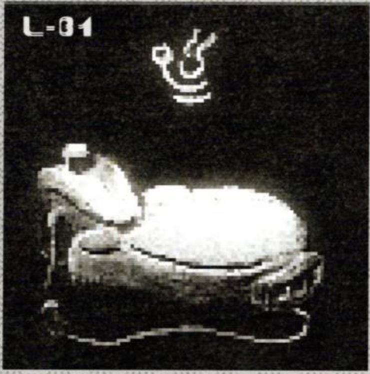
# GolHush

THE ULTIMATE EXPERIENCE

# SILVER WHALE


CONTROLLER

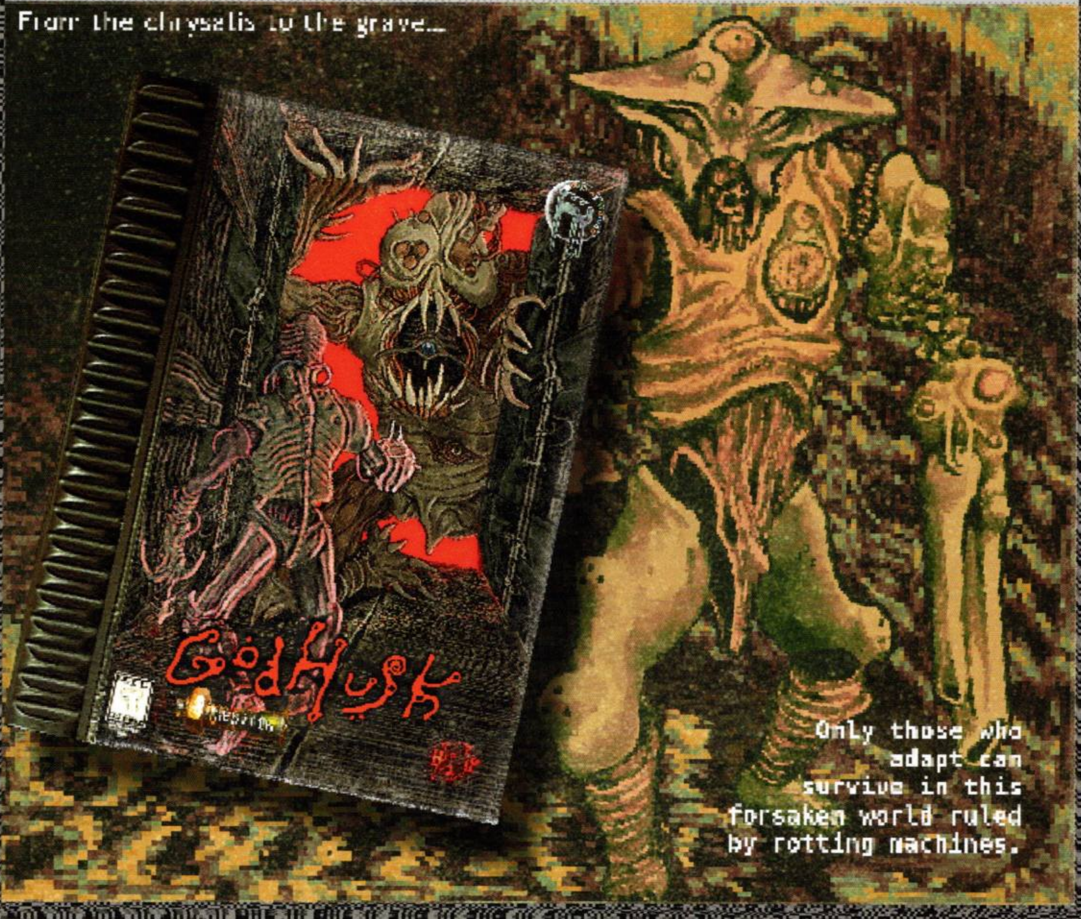
An extension of your own being! A tool to introduce yourself into another world.



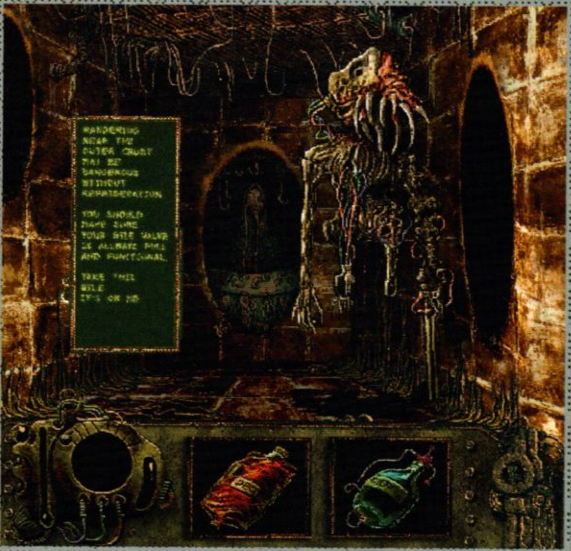
Mankind's greatest achievement! Experience the biggest adventures in life-like graphics like no others.

MULTI ADAPTER

Play with your friends! Up to 5 players.


From the chrysalis to the grave…
GodHusk
Only those who adapt can survive in this forsaken world ruled by rotting machines.

PRESS START


WANDERING
NEAR THE
OUTER CRUST
MAY BE
DANGEROUS
WITHOUT
REFRIGERATION

YOU SHOULD
MAKE SURE
YOUR BILE VALVE
IS ALWAYS FULL
AND FUNCTIONAL.

TAKE THIS
BILE
IT'S ON ME

Experience the poisoned world through the eyes of your very own vessel. Fear, love, hate… many things await you beyond the pod.

GodHusk
GodHusk
SILVER WHALE

THOSE WHO LIVE WITHOUT BODY, WITHOUT MIND, LIVE THROUGH THE EYES OF THE SELF-PROCLAIMED SEEKER OF TRUTH. THEY ARE THE ONLY ONES WHO REMAIN, FOR THEIR EXISTENCE HAS ESCAPED FROM THE SHACKLES OF TIME.

# GODHUSK

A VESSEL IS BORN ANEW.

THE BEARER OF THE DEADMAN'S WILL WALKS THE CRUMBLING RUINS OF A DERELICT PLANET PLAGUED BY SECRETS, DANGERS, AND MONSTROSITIES.

SPARE THE INNOCENT, DRINK POISON, PUNISH THE WRETCHED, FREE YOUR SOUL... OR SET THE WORLD ABLAZE.

REBIRTH

SUBJECT YOUR CORNEAS TO THE HORROR AND WONDERS OF THE TRUE METAMORPHOSIS.

OPEN YOUR COCOON AND EVOLVE INTO A NEW BEING.

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MOONDUNGEON

PUT YOURSELF IN THE MIGHTY SHOES OF THE MOONSTOLEN AND FACE THE TERROR OF THE INVERTED TOWER.

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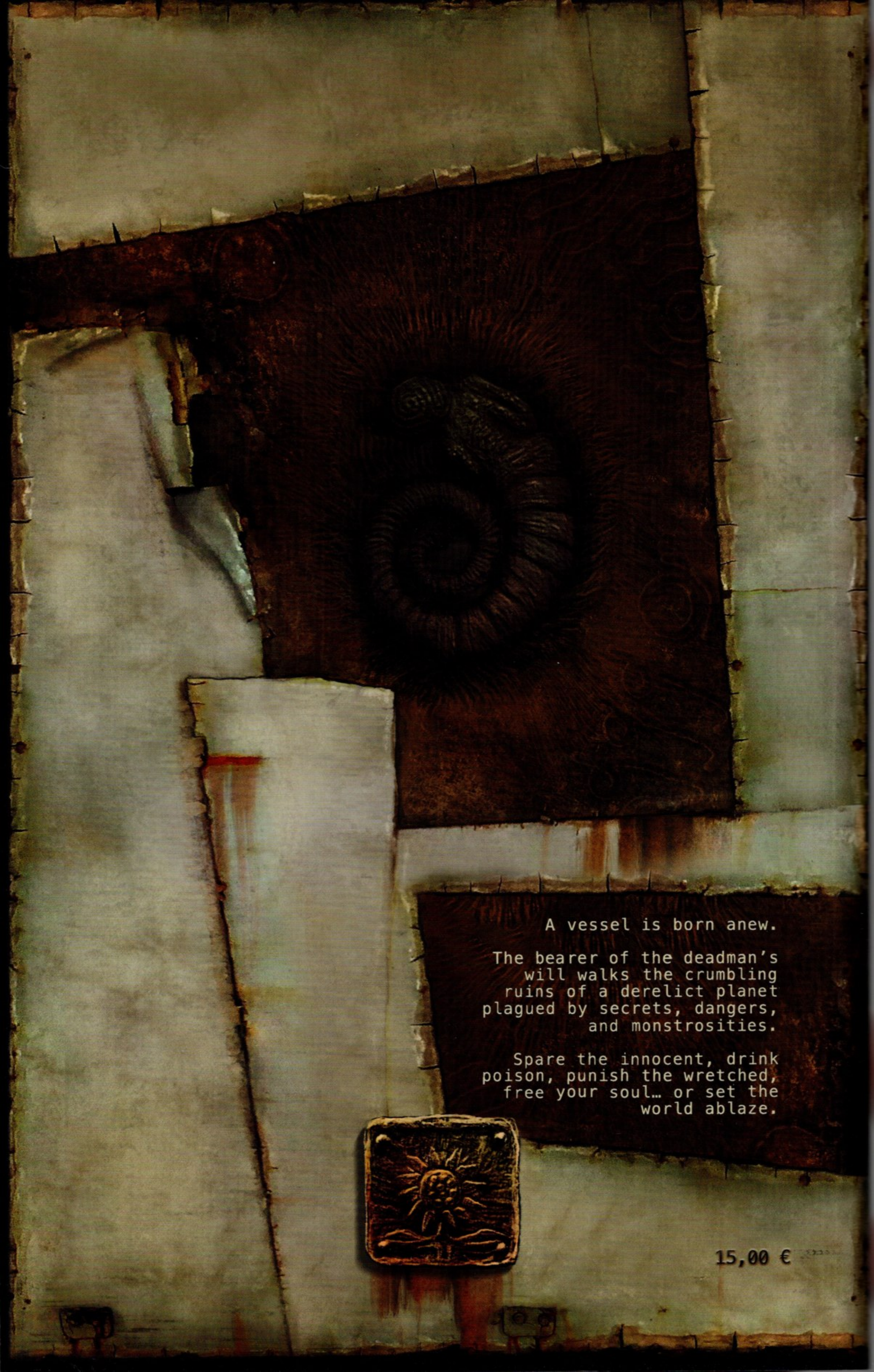

A vessel is born anew.

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Spare the innocent, drink poison, punish the wretched, free your soul… or set the world ablaze.

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